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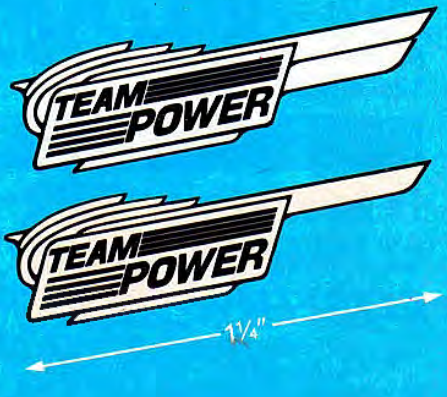

NINTENDO POWER™

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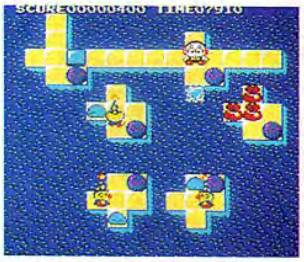

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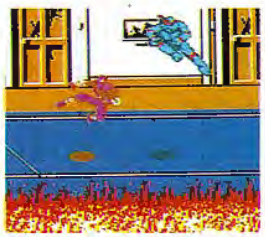

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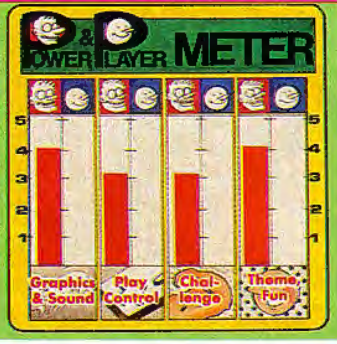
POWER METER RATING SYSTEM:

Power Meter Rating System: To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new game introduced for the NES is rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 5 on the righthand side of the meter.



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VOLUME 16—September/October 1990

Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published monthly, $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, Washington 98052.

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Player's Pulse

MAILBOX

NINTENDO MOM

You've printed tons of letters from kids and a few from Dads—how about equal time for us Moms? The NES is great! My favorite game is Tetris. I enjoy consistently beating my kids and husband at it. The only person I know who is better than I am is another Mom! Maybe it's those years of experience creating order from chaos in our children's closets . . . I am convinced that the NES is a learning tool. The adventures and RPGs give kids an incentive to read. Lots of the words are hard and some are in archaic language, but my ten-year-old eats them up. My eight-year-old daughter's reading and directional perception have improved radically since she started playing Tetris and SMB. I have Mario to thank for teaching my four and six-year-olds how to take turns cheerfully.

What other activity improves fine motor coordination, teaches map making, logic and problem solving, and is fun at the same time? At our house, playing Nintendo is a privilege, not a right. Chores are done speedily with no complaints and there are very few arguments, especially when we have a new game in the house.

Thanks, Nintendo. I think you're wonderful!

Liz Nordstrand
Seattle, WA

Why not start an NES club for Moms only? (As if you don't have enough to do?)

BAT TIP

I recently purchased the Sunsoft game Batman. After playing it a few days, I finally got to Stage 3-4 (VO.H Stage), where you fight the Electrocutioner. In the January/February 1990 issue of Nintendo Power it said to stay on the same side as the enemy and punch him as he jumps up. Well, I discovered a much easier way to beat this hard enemy. The trick is to go all the way to the left wall as soon as you appear. The Electrocutioner will turn his back and stand by the right wall. Then you just shoot him with the dirk. You should be able to defeat the enemy without being hurt at all. I hope this secret will help anyone else who is stuck on Stage 3-4.

Jimmy Tighe
Imperial, MO

You must have used every marker you had to write your letter! It's definitely an eye-opener, Jimmy.

FUTURE SCIENTIST

I am in the fourth grade at Barnette Elementary in Fairbanks, Alaska. This year for my school's science project I chose a science problem I would like to share with you. I wanted to find out if people who play Nintendo have better eye-hand coordination. I thought this would be interesting because a lot of children play the NES.

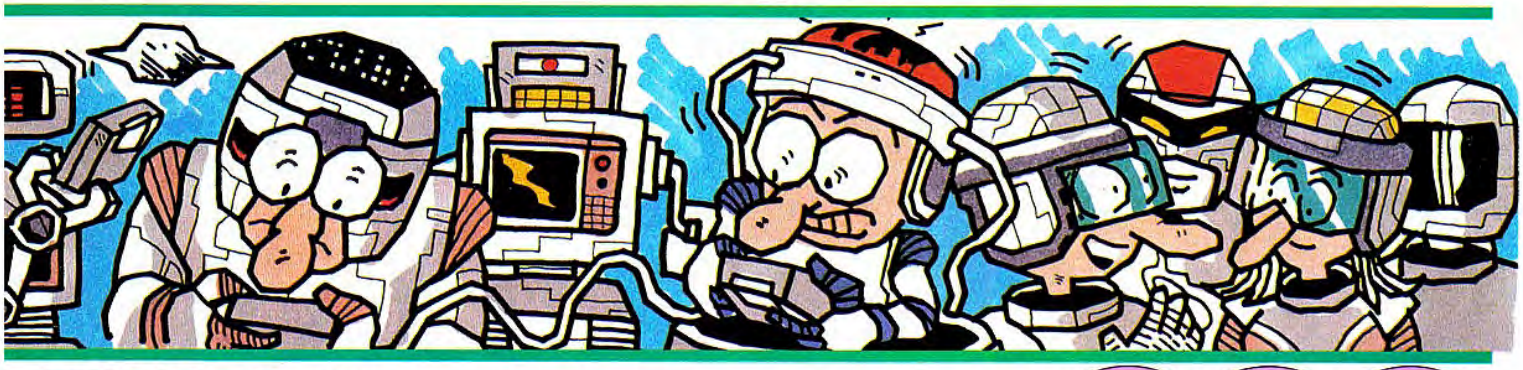
I tested about 50 students in my school with my eye-hand coordination tester. The data from my experiment showed that students who play Nintendo more have better eye-hand coordination. I won a blue ribbon and a medal for my school district's science fair. I was then asked to go to the state science fair in Anchorage, Alaska, where I won a blue ribbon for my grade. I learned a lot about scientific method.

Jimmy Klepek
Fairbanks, AK

Yes, indeed, game play is quite a workout. Can you get Physical Education credits for playing?

PICS OF MAIL

Here's some more great mail from readers! With all the artwork on the envelopes, it's amazing that the Post Office can read and deliver some of them!



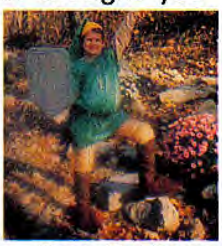
TRICK OR TREAT

My boys are avid Nintendo players and readers of your magazine. They especially love Super Mario Bros. This is a picture of them as they headed out to trick-or-treat last Halloween. Austin (Mario) also won 1st Place in his school costume contest! Just thought you might be interested.

Becki Kamm
Merritt Island, FL

What costumes? They look like two ordinary dudes and set for a night on the town. Just like these other discriminating fashion-conscious hipsters. . . .

Grayson and Austin Kamm
Merritt Island, FL



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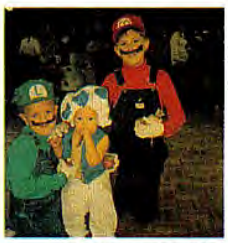
Charles Belmonte
Piscataway, NJ



Nathan, Truitt and Madsen Raun
El Campo, TX

VIDEO SPOTLIGHT

I am a 28-year-old Design Drafter with a major corporation. I decided to try and organize the neighborhood Nintendo players in a Nintendo football league with two divisions, an 18-game schedule, a two-round elimination playoff and finally a Tecmo Bowl Championship game.

The response to my search for players in the Upnor Nintendo Football League (UNFL) was positive and in less that two weeks the season began with ten players ranging in age from 15 to 28.

After a full season of football in which each of us played everyone else twice, the top three players from each division advanced to post season play. Finally it was Tecmo Bowl Sunday. Once again we gathered at my house to watch the two best players square off

and battle for the title of Tecmo Bowl Champ, and the prestigious trophy that was to be awarded to the winner. When the final gun sounded the winner of Tecmo Bowl was Bobby Barbara.

The members all feel that Bobby should be recognized as a champion in Tecmo Bowl football. We all had a lot of fun and plans are already being made to dethrone Bobby in the next UNFL season and Tecmo Bowl II.

Hurley Blackwell
Baltimore, MD

MARIO'S QUESTION CORNER

Q. Why did Mario change his suspenders?

John Karwacki
Marcy, NY

A. Growing a tail in SMB3 required a new set of pants, suspenders included.

Q. I would like to know how Mario and Luigi became plumbers?

Tara Bryan
Omega, GA

A. Work. Hard work.

Q. Why is Mario's nose bigger than it used to be?

Jayson Kemp
Salem, OR

A. An interesting question. Either you got a larger television set or Mario's been telling fibs.

Now that summer vacation is over and school is starting up again, a lot of you probably have some great vacation stories to tell. Here at Nintendo Power, we'd like to get your letters about outrageous or exotic vacations you've taken—with your Game Boy! What's the wildest and wackiest place you've played your pocket full of power? Write in and tell us about it! We'll print the craziest and most interesting letters in a future issue's Mail Box.

Nintendo Power Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

FINAL FANTASY™*

THE LIGHT WARRIORS CHALLENGE THE POWERS OF THE SKY CASTLE

In the July/August issue of Nintendo Power we led you through the treacherous depths of the Sea Shrine. There you received a slab covered with mysterious letters and runes, but only an expert could decipher it. In Melmond, Dr. Unne read the Slab and taught you to speak Lefeinish. The Chime they gave you in Lefeinish opened the silent tower, but another special item was needed to reach the Sky Castle—a Cube—and it is hidden behind a Waterfall! Now we'll explore the Waterfall and the Tower, but if all is not revealed, don't worry. Next issue's Nintendo Power Strategy Guide covers Final Fantasy in detail.

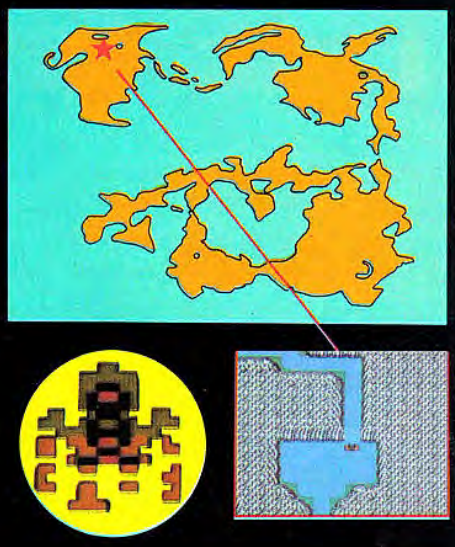
The biggest and best Final Fantasy Treasure Quest yet can take you on the adventure of a lifetime with three hearty companions. Find out what it takes, because you could be the winner!

TM& © 1990 Nintendo © 1987 Square

THE WATERFALL

North of Onrac is a Waterfall where you'll find the Cube—the key to the Sky Castle of Tiamat. Although there is only one level, the Waterfall Cave is a vast maze filled with Mummies, Mudgols, and Nightmares. Stay to the pathways closest to the bottom of the screen. In the lower left corner of the maze is a robot in a room with many treasure chests and the Cube.

You won't have to fight this robot. Just look in the chests.



THE MIRAGE TOWER

From the scorching heart of the desert rises a tower of ancient stone. By playing the Chime you can gain entrance, but once inside it will take courage and wisdom to reach the top. Along the way you'll meet Badmen, Vampires, Catmen, Medusa and worse. Take plenty of Soft Potion to restore party members who have been turned to stone. On the first floor, enter the door directly in front of you as you step into the tower. In the middle of the chamber are many treasures. The door on the left leads up to the second floor where you must circle around to reach the center chamber. Cerebus may attack, so block him with AFIR. On the third floor, again go to the central chamber. If a Blue Dragon attacks with Thunder, use FAST on your best fighter.

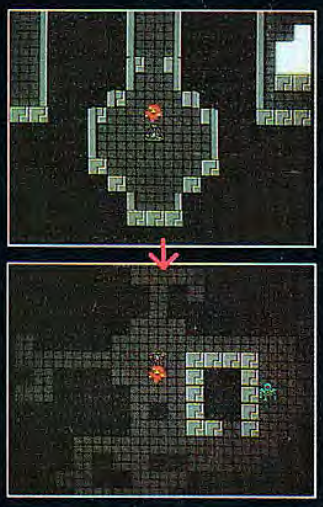
The gift of the Lefeinish people—the Chime—is the key to the desolate Mirage Tower. Play it outside to break a spell, then enter. That step may prove to be the easiest, however, for the tower is full of dangerous foes.

On the first two floors of the tower you'll find many treasure chests. Explore them all and collect both gold and items. At this stage you should also have EXIT magic. When your HP and magic levels are depleted, you can warp back outside and return to a town to save the game. Take a couple of trips to clear the tower of valuable treasure.

The Cube you received in the Waterfall is used here at the top of the tower. Use it to operate a Transporter leading to the Sky Castle of Tiamat. Before you ascend to that dangerous height, make sure you have lots of Heal Potion. Cabins and Houses won't do you any good, but EXIT will warp you back to Earth if you get into trouble.

THE SKY CASTLE

Here in the starry night sky high above the Earth awaits your greatest challenge yet. Take the Warp to the second level, which lies north of where you arrive in the castle. On the second level, go to the room in the lower left hand corner and get Adamant, which can be given to the blacksmith in the Dwarf Cave for the powerful sword Xcalber. On the fourth level, go up and left from the Warp to reach the secret pathway that leads to Tiamat's control room. Against the Fiend of the Air, use ARUB and INV2 for protection. Use FAST to speed up the attack of fighters.

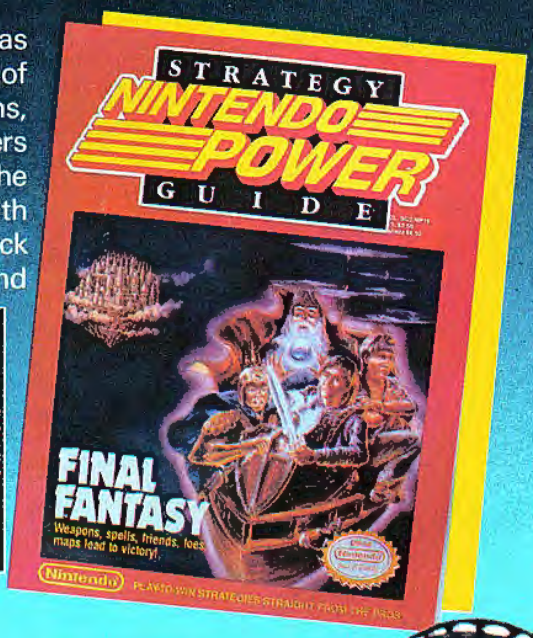


From this window one can see the entire world. The Four Forces are flowing together, into the center of the Four Altars. Into the Temple of FIENDS.

This window in the sky reveals a clue to the final stage of the game.

NINTENDO POWER IS YOUR GUIDE TO FINAL FANTASY

The Nintendo Power Strategy Guide coming out in October has everything an aspiring Light Warrior could want—full maps of every square inch of the Final Fantasy World, including towns, caves, castles and towers with Treasure Chests and monsters identified for each floor. A special map-index helps you find the exact information you need for any stage in a snap. Along with fighting strategies and game clues, it features complete quick reference charts for magic, weapons, armor, monsters and items with new information not included in the Explorer's Handbook that comes with the game. The Final Fantasy Strategy Guide is the one source that can get you through to the final battle. Don't miss it!



THE ULTIMATE FANTASY

All summer long the excitement has been building over Final Fantasy and the Final Fantasy Treasure Quest. From Power Staffs to real suits of armor, the treasure has been awesome. But now it's time for the most exciting contest of all. By correctly answering two tough questions from the game, some lucky power player will wind up in a fantasy come true, and 50 runners-up will each win a special prize. It won't be easy, though. Finding hidden treasure never is. But in Final Fantasy, half the fun is looking. There's even a special bonus contest this issue! So check out the fun and send in your entry!

May/June Treasure Quest

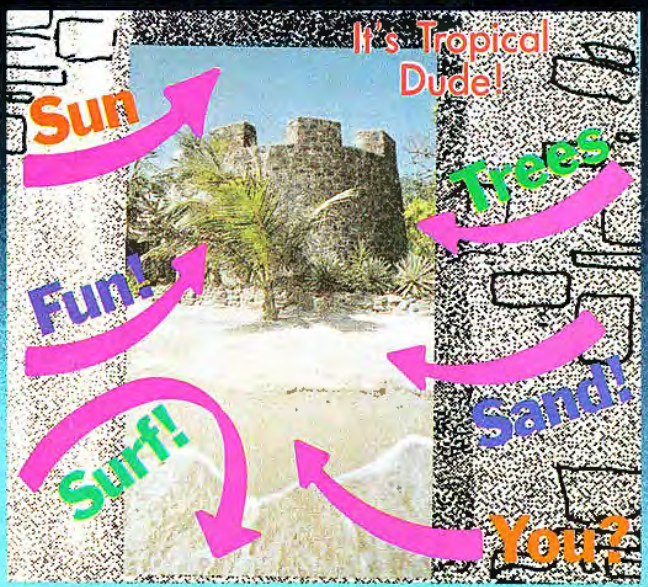
Here are the answers to the first Treasure Quest: 1. The dancer's name is **Arylon**, 2. Erdrick died when he was **29**, 3. The Power Staff is worth **12,345** pieces of gold.

July/August Treasure Quest

The two answers to the second Final Fantasy Treasure Quest are: 1. The ex-Mermaid's name is **Darryl**, 2. The broom that asks if you have great power is in the town of **Gaia**.

☆GRAND PRIZE☆GRAND PRIZE☆

Have you ever dreamed of yourself in a tropical paradise, surrounded by sea and sand, a volcano rising at your back—a land where pirates hid vast fortunes in underwater caves and built fortresses to protect their booty from unwelcome adventurers? That dream will become reality for one lucky winner and three loyal companions in the Final Fantasy Treasure Quest. The four adventurers will explore an ancient fort, sail to mysterious caves and use hidden clues to find a wealth of treasure.



A REAL FINAL FANTASY ADVENTURE

Three hundred years ago, Dutch privateers built a fort on the island of Tortola in the British Virgin Islands—Fort Recovery. The stone tower is said to still hold a great treasure. Today, as the center of the Final Fantasy Treasure Quest, the four adventurers will seek to uncover its secrets.

Pirates don't give up their secrets easily.

RUNNERS-UP

Fifty second place prizes will also be awarded in the Sept/Oct Final Fantasy Treasure Quest. Each winner will receive a custom crafted crystal orb, embossed with an emblem from Final Fantasy. Besides looking great, the fine crystal piece will become a collector's item. And who knows what else you may see in it . . . ?

THE ADVENTURE OF A LIFETIME

For four days and three nights, the winner and three friends will become the Light Warriors! Wearing costumes from the characters in Final Fantasy, and guided by an Explorer's Handbook created just for them, they'll set off to solve mysteries and uncover treasures. Representatives from Nintendo Power will lead the adventure and video tape the fun. There will also be plenty of time to explore this Caribbean paradise.

QUESTIONS FOR THE SEPTEMBER/ OCTOBER FINAL FANTASY CONTEST

1 What is the gold value of the Masmune?

2 How much would you pay for both LIF2 and NUKE?

To answer these questions you'll have to delve deeply into the game. Remember to write clearly and include the complete answer on your contest entry.

SPECIAL BONUS CONTEST

THE WARMECH CHALLENGE

Warmech is waiting for you! But where is the nuclear armed Robo-Warrior? Here's a clue: He never wanders far from Tiamat!

YOUR NAME IN A GAME?

Have you ever imagined yourself in a NES game? Well, this is your chance! If you meet Warmech, snap a photo of him and send it to the address below by October 15, 1990. One winner will be randomly selected, and his or her name will be programmed into a future Nintendo game!

SEPTEMBER/OCTOBER TREASURE QUEST RULES

Include answers to both questions for the September/October Final Fantasy Treasure Quest Contest on a 3x5 postcard and mail it to the address below with proper postage by October 15th. (The post office will not deliver any mail that doesn't have proper postage and no responsibility is assumed for lost, stolen or misdirected mail.) Be sure to include your address and telephone number on all entries. Contestants are limited to one entry per contest. All entrants must be U.S. residents.

Final Fantasy Treasure Quest winners are randomly selected from entries correctly answering the 2 contest questions for the September/October contest. The random drawing for 50 Final Fantasy Crystal Orbs and 1 Treasure Quest Weekend Grand Prize winner will take place on or about November 1, 1990. Winners will be notified by mail. Nintendo will arrange air travel, resort accomodations, and contest activities for the Grand Prize winner and three guests. If winner is under 18, the winner must be accompanied by parent or guardian. This special 4 day/3 night excursion, scheduled for December 20, 1990 to December 23, 1990 is subject to accomodation and airfare availability.

WARMECH CHALLENGE RULES

Warmech contest entries must be mailed separately from Final Fantasy entries and include a photograph of Warmech taken during the game. Also include the name and address of the contestant on the photograph itself. (Photographs will not be returned.) Be sure to include your address and telephone number on all entries. Contestants are limited to one entry per contest. All entrants must be U.S. residents. One Warmech Challenge winner will be randomly selected from all valid entries. The random drawing for the Warmech Challenge winner will take place on or about November 1, 1990. The winner will be notified by mail.

BOTH CONTESTS

By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the number of eligible entries received. No substitution of prizes is permitted. All prizes will be awarded. These contests are not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. THESE CONTESTS ARE VOID IN CANADA AND ELSEWHERE where prohibited by law, and are subject to all federal, state, and local laws and regulations.

No purchase is required to enter either contest. September/October Treasure Quest contest answers will be printed in the December/November issue.

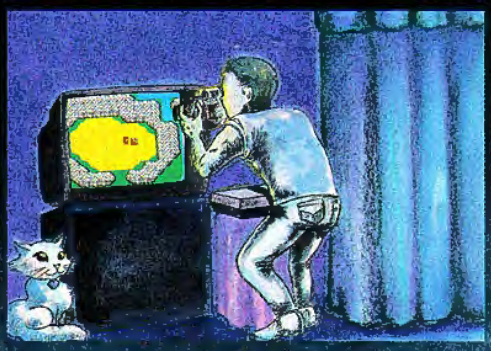
Mail Us Your Answers

To: Final Fantasy Contest

Answers for Sept/Oct Contest:

1 .....

2 .....



Nintendo Power
Final Fantasy
Treasure Quest
P.O. Box 97063
Redmond,
WA 98073-9763

Maniac Mansion®

TM Jaleco
© 1990 Lucasfilm Games

SOMETHING STRANGE IS GOING ON IN THIS HOUSE

Who is the Meteor? What's a Zom-B-Matic and why is there a nuclear generator in Dr. Fred's basement? The answers to these questions and more lie somewhere in Maniac Mansion. It's a new breed of game—sort of an interactive horror/sci-fi flick for the NES. There's a great plot, with aliens, a mad scientist and his weird family, a kidnapped cheerleader and her friends who are trying to save her. It has great graphics, too, and user friendly controls. Even tuna heads will be hooked by this one.

WIN ANY WHICH WAY YOU CAN

Depending on your choice of kids to help Dave, and whether you stay clear of traps, don't push buttons indiscriminately or swim in radio-active waste, you'll be able to win using many different and totally weird solutions. Why? Because the problem of rescuing Sandy must be solved by each combination of heroes in its own special way.

If you are nice to hamsters, Weird Ed might join your team.

HOW YA GONNA DO IT?

The problems you'll face seem simple on the surface, but most are very complex. The thing to do is look for relationships among the objects you find. A key may open the locked door in the pantry, or the paint thinner could be used to clean up that rotten paint job in the den. You'll have to be as cunning as a used car salesman with an inventory problem to find your way around some of these puzzles. So if you get stuck, try anything, the weirder the better.

BE A SNOOP

If the lights are off, use the cursor to find the switch. Then turn it on.

Pointing may not be polite, but in Maniac Mansion it's essential. Learn the contents of each room by pointing the cursor at every object, door, brick, book, plant, machine or statue of Nurse Edna.

DO IT TO IT

Once you've managed to find an object, you'll want to know if it's nailed down or if it can be turned on like your NES. Push, Pull, Turn On, Get, Use or Open it using these and other commands.

READING FOR FUN AND PROFIT

There's a whole world of fun facts that you can use if you take the time to read. TV commercials, alien memoirs, plaques, records, or Nintendo Power can all help you win.

If you don't read the warning here, you'll be toast.

USE YOUR KIDS WISELY

The kids can be used alone or as a team. Say you want to get into the basement or escape from the dungeon, you'll have to use teamwork. Other jobs require a teenager with special skills, like Jeff who fixes phones.

While one person pushes the head of the Gargoyle, the other can go through the basement door.

KEEP A LOW PROFILE

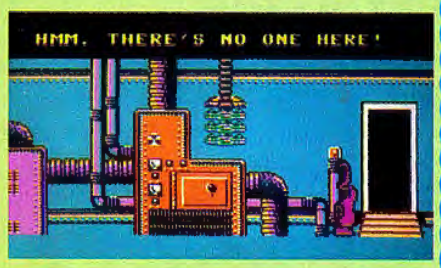
Remember, troops, you're trespassing in the mansion. If the owners catch you, they'll throw you in the dungeon and probably insult you, too.

So you've bumped into a nervous Green Tentacle and don't know what to do. Easy, feed it fruit. More precisely, feed it wax fruit. You see, aliens have no taste, either good or bad, so it makes no difference what they eat. Rotten turkey, moldy cheese, mmmm good!

It's pretty clear that Weird Ed is waiting for an important delivery. If you want his help, get to the package first and take it to him. It turns out that you and Ed have a lot in common. Both of you want to stop Dr. Fred from experimenting on innocent cheerleaders.

CUT SCENES FILL IN THE BIG PICTURE

One minute you're happily draining a nuclear cooling pond when suddenly the scene changes to Weird Ed and Nurse Edna upstairs. What is this? Sorry, not the Twilight Zone. You've been warped into a Cut Scene—a great way to keep up on the Joneses. And you might learn something useful, too.



Cut Scenes tell bits and pieces of the story. They help you understand the characters and give hints about the actions you should perform. Sometimes they are warnings, such as your time is rapidly running out.

Other Cut Scenes explore the truly complex relationships between man and mutant extraterrestrial being. They raise questions, such as why does the Purple Tentacle respect Dr. Fred? His machismo, maybe.

HOME SWEET HOME

It's not much but it's roomy and it has a pool, not to mention that it's nuclear powered. Getting to know your way around the mansion will make your job easier. Spend some time in each room, examining everything with the cursor. Only objects that are named will be useful, and only some of those are important in the game.

Getting into some of these rooms is about as easy as breaking into Fort Knox. Some require keys or lock combinations, others can be reached only by climbing ladders or plants. To finish the game you must enter every room at least once, but you'll return to many of them. When you do, make sure you haven't missed anything.

TENTACLE'S ROOM

FRED'S ROOM

Thinking about taking a dip? Think again. Put one toe in that water and you'll be glowing like Times Square 'til next New Year's Eve. The pool is actually the cooling pond for the mansion's nuclear reactor. You can safely drain it for a short time to get valuable items from the bottom. Just make sure you turn the water back on once you're out.

You might think that anyone who keeps video games in his house can't be all bad. True. Dr. Fred secretly wants to be stopped. He keeps the combination to the lab in the top scores of the Meteor Mess game to make it easy.

WARNING: Trespassers Will Have Their Brain Fluids Sucked Dry

FRED'S OFFICE

ARCADE ROOM

GARAGE

SWIMMING POOL

PANTRY

Statues. Portraits. Easels. Is there an artist in the house?

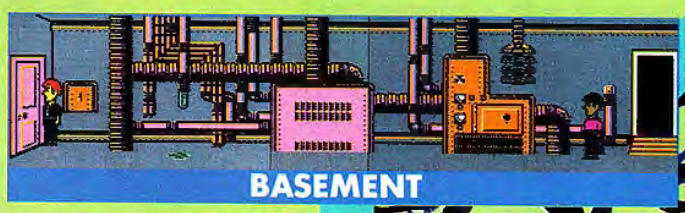
DINING ROOM

PAINTING ROOM

2ND FLOOR LANDIN

KITCHEN

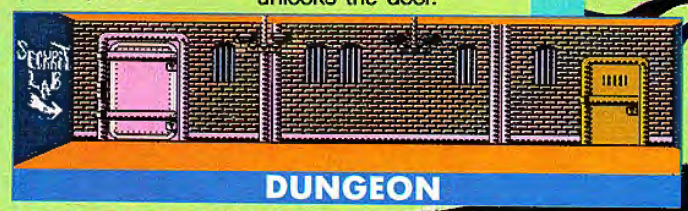
FRONT HALL


BASEMENT

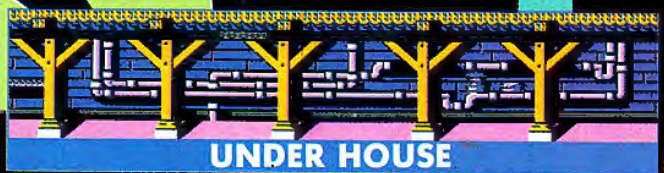
Behind this security door lies Dr. Fred's lab, where Sandy is being held captive.

Besides the loose brick, there's also a key that unlocks the door.

FRONT PORCH



DUNGEON


UNDER HOUSE

Each member of the Maniac Mansion family have their own room. Except for Dr. Fred, they're usually at home, too, so you'll have to be careful going inside.

Why the blue faces? Don't hold your breath to find out.

Ted's room and bathroom are fascinating places. See how the ancient pharaohs lived! Experience sports, art, culture and good hygiene! Don't be fooled by the exquisite sarcophagus. There's nothing of importance inside. Tut, tut.

ATTIC 1

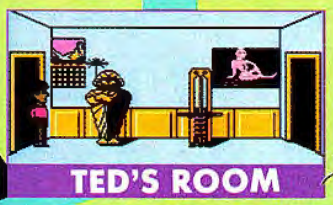
In Weird Ed's room look for dimes in the piggy bank and the card key behind the hamster's cage.

BATHROOM

OBSERVATORY

EDNA'S ROOM

ED'S ROOM


TED'S ROOM

Don't forget to explore the attic rooms. They're hard to get to, but that makes them ideal for hiding valuable items and information.

HALLWAY 3

DEN

ATTIC 2

3RD FLOOR LANDING

DARKROOM

In the darkroom you'll have to turn on the red light first. Use the film you found in the developing tray. Add the developing fluid from the sponge, then use the enlarger. Only Michael can perform these intricate procedures.

HALLWAY 2

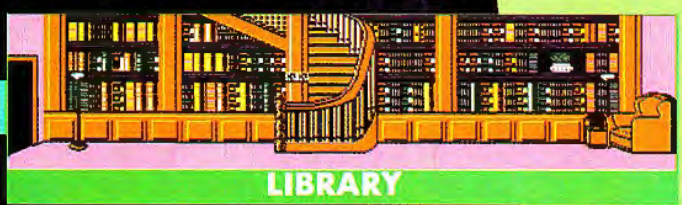
THE METEOR POLICE COME TO TOWN

They've been hunting the Meteor from world to world for years. They're only a radio message away, but don't call too early or you'll have nothing to show them.

How long can the Meteor evade justice?

MUSIC ROOM

LIVING ROOM


LIBRARY

IT ALL STARTS HERE

A Little Game Of Horrors

The front yard is most notable for the packages that are left there. The mail box is functional as well, both for sending and receiving important packages.

If all goes well and your group of kids isn't vaporized, you may just save Sandy and the world from this close encounter of a weird kind. If not, just start over from where you last saved the game. That's right, it's a battery pak! Will wonders never cease? Not while you're playing Maniac Mansion. Even tuna heads love it, and that's no fish story.

DIFFERENT STROKES FOR DIFFERENT FOLKS

They're your average American teenage kids facing danger and alien brain-melting experiments. Each kid has his or her own special talent that will help save Sandy, but it's up to you to figure out how to use those talents. Don't worry about choosing a poor team. Every possible combination of heroes is able to rescue Sandy and send the Meteor packing.

Different combinations of kids change the game dramatically. No two groups solve the game in exactly the same way.

RAZOR

She's a Rock 'n Roll maniac who wouldn't say no to an alien starting up an all mutant band.

SYD

With keyboards or a guitar, Syd is a happy guy, but he's tone deaf. The Green Tentacle could give him some tips.

JEFF

He's one awesome dude, dude! His thing is making tubular connections with phones and totally gnarly waves.

BERNARD

With an IQ that reads like the national debt, Bernard can do anything. Electronics is his special field of interest.

WENDY

Wendy has a way of taking other peoples' words and making them better. All she needs is a typewriter and some memoirs.

MICHAEL

He's the only one in the group who knows how to develop film. As it turns out, this is a darn useful thing to know.

SCENARIO 1: DAVE,

Standing outside the mansion one night, the kids know only that Sandy faces a horrible fate in Dr. Fred's lab. First off, someone has got to find a way inside. Try looking under the doormat. Never ring the bell! With this group your goal is to make friends with the Green Tentacle and call the Meteor Police on the shortwave radio.

Dave is the best choice to enter the house first and scout around. Bernard will freak if he's the first upstairs.

SCENARIO 2: DAVE,

With Wendy and Michael on the team your strategy will be to make friends and influence aliens. Start off the same as you would in Scenario 1 by getting the envelope and stamp. Leave one kid outside so that when the package arrives you'll grab it before Weird Ed shows up. And don't forget to remove the stamp from the package before giving it to Ed. Here's some sound advice: it is better to give than to receive.

This man-eating plant also has a taste for radioactive water and soda. Give it what it craves and it'll grow to like you.

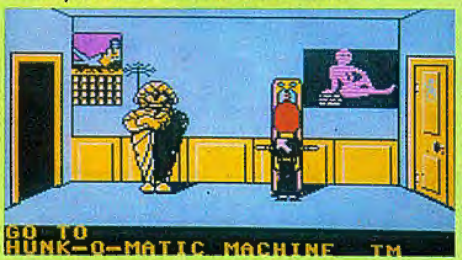
NO DUNGEON IS ESCAPE PROOF

So what's a nice kid like you doing in a jail like this? If two or more of the fearless heroes are locked up, one of them can escape. Push the loose brick to make the door open for a few seconds, just enough time to get the second kid out into the basement.

Position one kid by the brick and one by the door. Once the brick is pushed, immediately switch kids and rush out the open door before it slams in your face.

IMPRESS YOUR FRIENDS THE HUNK-O-MATIC WAY

Flex those deltoids and pump those pecs. If you want to rip bushes out of the ground, tear iron gratings from concrete, fling slabs like Samson and open garage doors without a remote control, you've got to work out on the patented Hunk-o-Matic.



Okay, so Cousin Ted's muscle tone isn't the best from using the Hunk-o-Matic. On the other hand, for a dead guy he seems to jump pretty well when the shower is turned on.

BERNARD, AND RAZOR KNOW NO FEAR

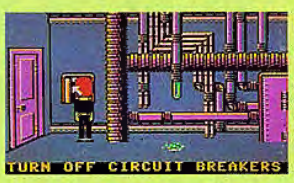
The Green Tentacle will be your friend if you help him become a rock star. Push a panel in the library for a cassette. Now Razor can record a tape on the piano to exchange for the alien's demo tape.

Send the demo to the TV publisher. An envelope is in Edna's safe above her room. Use the typewriter to address it, then steam the stamp off Ed's package using the microwave and a jar of water.

The safe's combination is on the wall below the safe. Sneak by Edna or call her on the phone. Move the painting then use the telescope, rotating it twice to the right using two dimes.

Tools are in the Weird Edsel's trunk in the garage. Bulk up on the Hunk-o-Matic to open the garage, then use the Yellow Key to open the trunk. Grab the water faucet handle on the shelf too.

Use the faucet handle on Ted's shower to find Edna's number. Call Edna. In her safe you'll also find a quarter to play the Metroid Mess video game, but first you'll have to fix some wiring in the attic.



Use the valve under the house to drain the pool. In the pool, get the glowing key and the radio (for flashlight batteries), then turn off the electricity, fix the wires and play Meteor Mess.

WENDY, AND MICHAEL WON'T BE DENIED

Wendy's specialty is writing. Take the Meteor's manuscript from Dr. Fred's desk, retype it on the typewriter in the den, then mail it to 3 Guys Who Publish Anything the same way as described above.

With this group you can't fix the phone. Instead, use teamwork. One kid waits outside Edna's room, out of sight. The other goes in. When Edna takes trespasser #1 to jail, trespasser #2 can reach the safe.

Earn Weird Ed's trust by helping him carry out his commando plans. Take the package from the mailman and give it to Ed. Sensing your good will, he'll ask you to find some film that's missing.

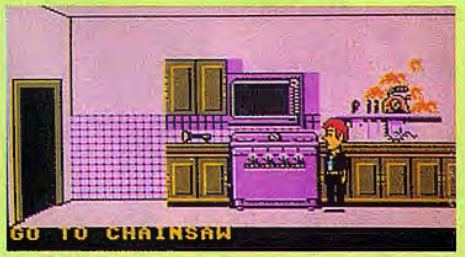
The film is outside by the bush on the right. Michael can develop it if he has developing fluid. The fluid in the pantry spills beneath the house. Use the sponge in Ted's room to soak up the fluid.

Now, when you get into Dr. Fred's lab, Ed will take care of the Purple Tentacle. But getting into the lab isn't easy and once you're inside you'll have to act fast to slip into the Radiation Suit.

Use the card key, which is found behind Ed's hamster, to open the door to the Meteor. You'll have to show the Meteor the publishing contract from 3 Guys etc. . . . to make it respect you.

WHAT ARE YOU SUPPOSED TO DO WITH ALL THIS STUFF?

You'll soon learn that Dr. Fred and Nurse Edna could use a housecleaner. Sure, a chainsaw in the kitchen is stylish, but what about the broken record or Chuck the Plant? Believe it or not, some of this stuff has no use in the game.



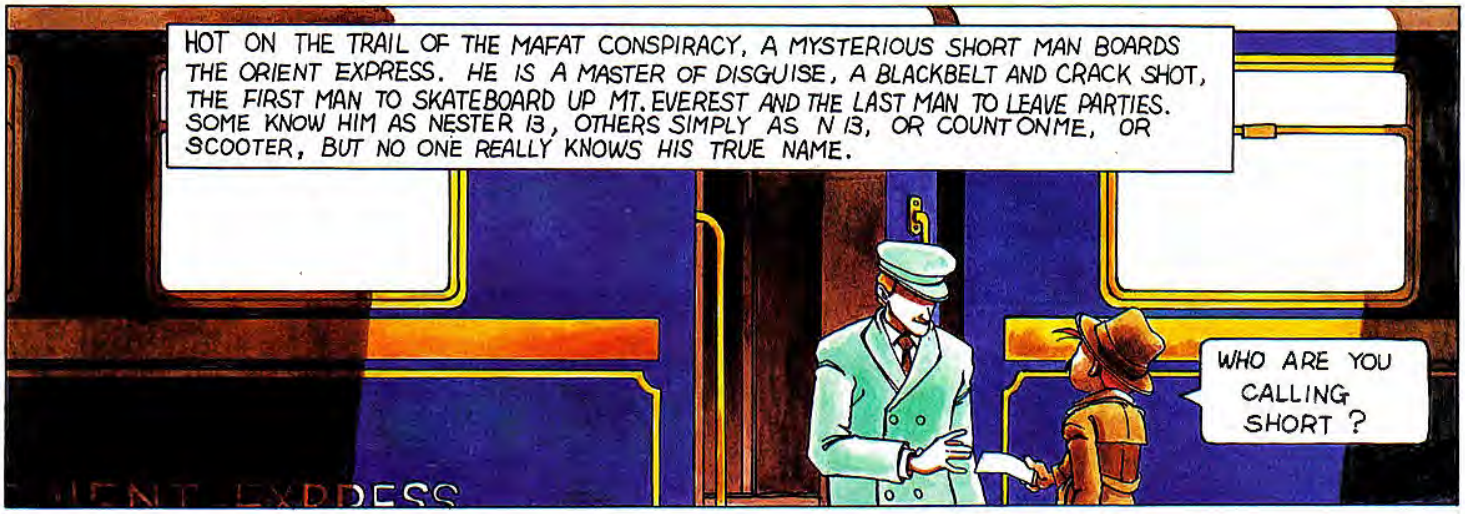
Although not all of the objects in the mansion have a specific purpose in the game, many of them still work, like the big clock in the foyer that always shows the correct time.

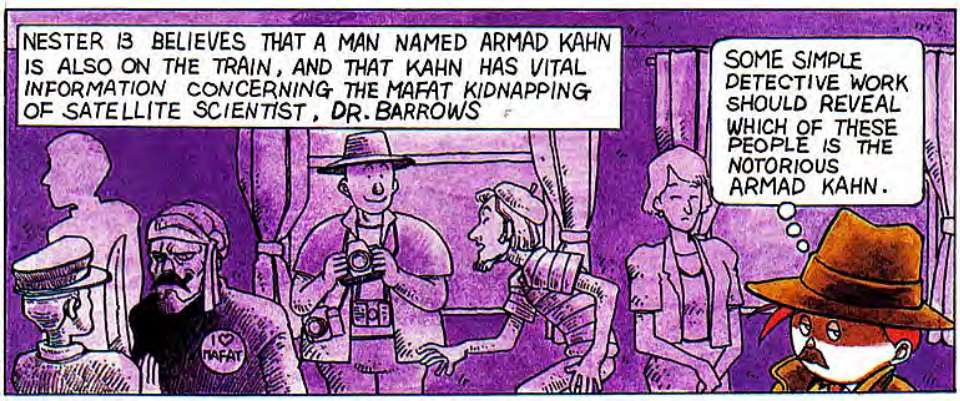
FOR SALE: ONE BEAT-UP INTERSTELLAR EDSEL

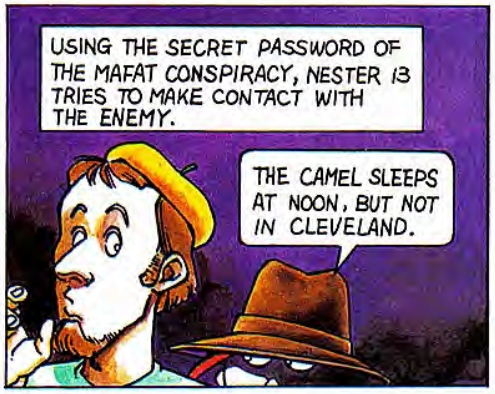
It's not much to look at, but this cosmic car gets around. It'll take you into orbit in 2.2 seconds or, better yet, it'll take the Meteor there if you put it in the trunk. The Edsel is also useful because in the trunk you can find a set of fix-anything tools.

The tools in the Edsel come in handy for fixing phones and repairing bad wiring. There are other uses too, like removing the grate.

¡¡¡
NESTER
HOWARD & NESTER


HOT ON THE TRAIL OF THE MAFAT CONSPIRACY, A MYSTERIOUS SHORT MAN BOARDS THE ORIENT EXPRESS. HE IS A MASTER OF DISGUISE, A BLACKBELT AND CRACK SHOT, THE FIRST MAN TO SKATEBOARD UP MT. EVEREST AND THE LAST MAN TO LEAVE PARTIES. SOME KNOW HIM AS NESTER 13, OTHERS SIMPLY AS N 13, OR COUNTONME, OR SCOOTER, BUT NO ONE REALLY KNOWS HIS TRUE NAME.
WHO ARE YOU CALLING SHORT ?


NESTER 13 BELIEVES THAT A MAN NAMED ARMAD KAHN IS ALSO ON THE TRAIN, AND THAT KAHN HAS VITAL INFORMATION CONCERNING THE MAFAT KIDNAPPING OF SATELLITE SCIENTIST, DR. BARROWS
SOME SIMPLE DETECTIVE WORK SHOULD REVEAL WHICH OF THESE PEOPLE IS THE NOTORIOUS ARMAD KAHN.
I ♡ MAFAT


USING THE SECRET PASSWORD OF THE MAFAT CONSPIRACY, NESTER 13 TRIES TO MAKE CONTACT WITH THE ENEMY.
THE CAMEL SLEEPS AT NOON, BUT NOT IN CLEVELAND.

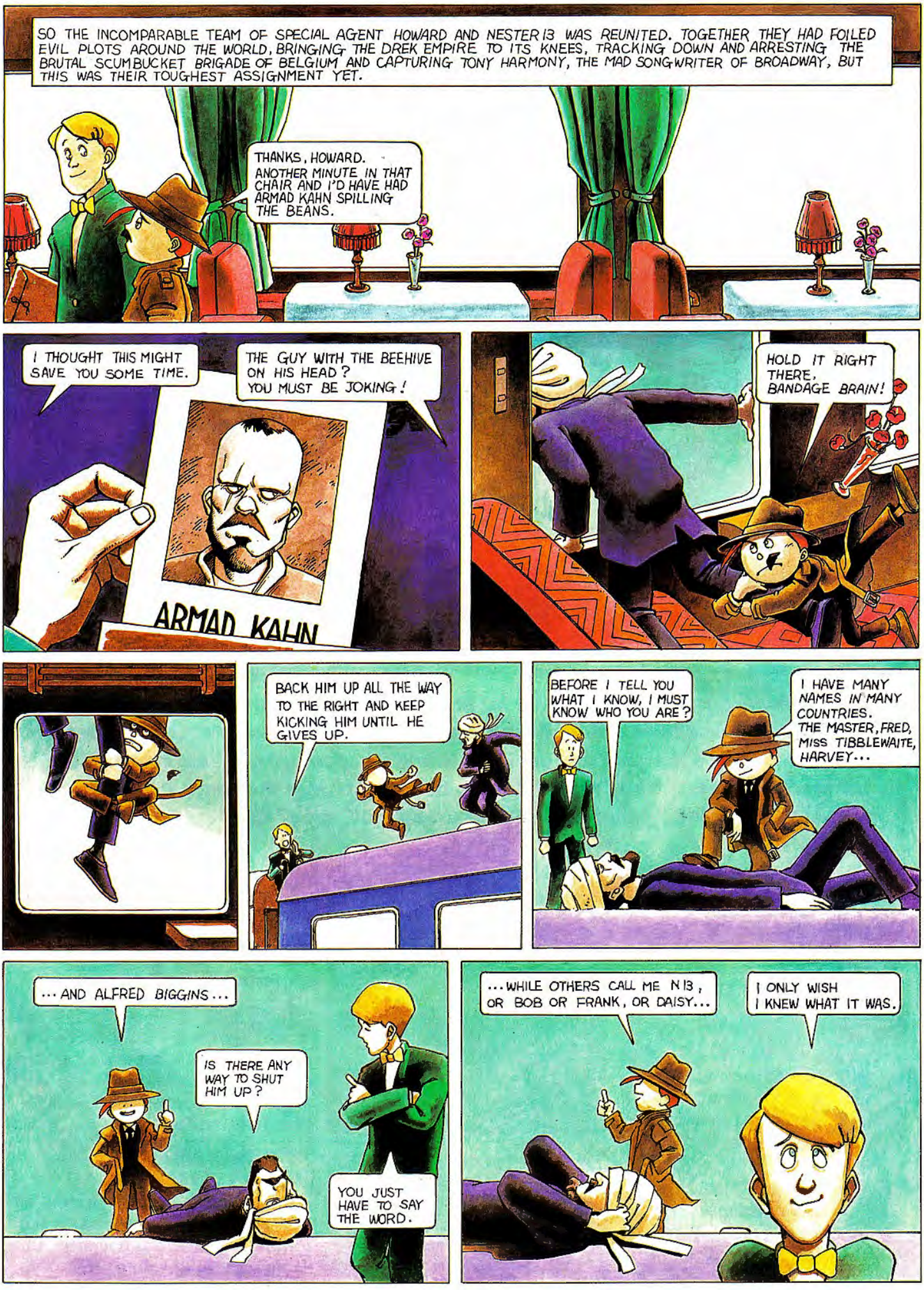
HMMM. NO RESPONSE. I GUESS I'LL HAVE TO USE ANOTHER STRATEGY.

CONFESS, KAHN! WHERE IS MAFAT KEEPING DR. BARROWS?

SORRY, I THOUGHT YOU WERE AN OLD FRIEND.

YOU'LL BE SORRY. YOU DON'T KNOW WHO YOU'RE DEALING WITH !

I KNOW THIS MAN. LET HIM GO.
WHAT DO YOU WANT, FELLA ?
ARE YOU SOME SORT OF SPY ?
WHY ARE YOU HERE ?


SO THE INCOMPARABLE TEAM OF SPECIAL AGENT HOWARD AND NESTER 13 WAS REUNITED. TOGETHER THEY HAD FOILED EVIL PLOTS AROUND THE WORLD, BRINGING THE DREK EMPIRE TO ITS KNEES, TRACKING DOWN AND ARRESTING THE BRUTAL SCUMBUCKET BRIGADE OF BELGIUM AND CAPTURING TONY HARMONY, THE MAD SONG-WRITER OF BROADWAY, BUT THIS WAS THEIR TOUGHEST ASSIGNMENT YET.
THANKS, HOWARD. ANOTHER MINUTE IN THAT CHAIR AND I'D HAVE HAD ARMAD KAHN SPILLING THE BEANS.
I THOUGHT THIS MIGHT SAVE YOU SOME TIME.
THE GUY WITH THE BEEHIVE ON HIS HEAD? YOU MUST BE JOKING!
ARMAD KAHN
HOLD IT RIGHT THERE, BANDAGE BRAIN!
BACK HIM UP ALL THE WAY TO THE RIGHT AND KEEP KICKING HIM UNTIL HE GIVES UP.
BEFORE I TELL YOU WHAT I KNOW, I MUST KNOW WHO YOU ARE?
I HAVE MANY NAMES IN MANY COUNTRIES. THE MASTER, FRED, MISS TIBBLEWAITE, HARVEY...
...AND ALFRED BIGGINS...
IS THERE ANY WAY TO SHUT HIM UP?
YOU JUST HAVE TO SAY THE WORD.
...WHILE OTHERS CALL ME N13, OR BOB OR FRANK, OR DAISY...
I ONLY WISH I KNEW WHAT IT WAS.

September/October 1990

TOP·30

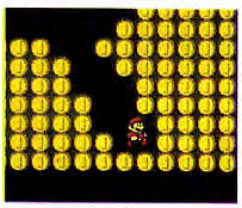
There were some surprises on the Top 30 this time around, namely the meteoric rise of Final Fantasy to the second slot on the strength of the Pros' Picks. Part of the reason for this one-sided vote is that our professional Game Counselors get first crack at playing new Nintendo games, usually a month or so before much of the rest of the country receives them. That's why some new games do so well out of the Top 30 starting gate.

Use this key to find out how your favorites are doing.

These titles are new to the Top 30. Keep a close eye on them.

Games that are really on the move. These games have jumped up several places on the poll.

Favorites that have maintained their popularity among the Top 30.



1
24,964 POINTS

SUPER MARIO BROS.3

Warps and whistles, Sledge Brothers and Koopalings—Mario and Luigi's new adventure has got something fun for everyone.

2
6,145 POINTS

FINAL FANTASY

The Pros are sold on this captivating adventure, even though they aren't eligible to win prizes in the Final Fantasy Treasure Quest.

3
5,008 POINTS

TEENAGE MUTANT NINJA TURTLES

Cowabunga, Dude! The turtles are back in the top three and ready to kick some Paks. They're as hot on the NES as they are everywhere else.

4 NINJA GAIDEN II

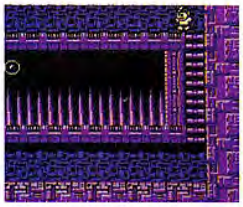
4,190 POINTS

Ryu's second adventure pits him against fierce new Ninja opponents and monsters from the Realm of Chaos.

5 SUPER MARIO BROS.2

4,059 POINTS

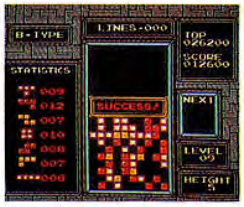
The World of Dreams continues to be hanging on pretty well in the waking world.



6 MEGA MAN II

3,807 POINTS

A true classic, Mega Man II draws 'em in with great action and a wonderfully weird world.



7 TETRIS

3,726 POINTS

It's the ultimate test of quick thinking, steel nerves, geometry and Thumb Stamina.

8 ZELDA II—THE ADVENTURE OF LINK

3,503 POINTS

Hyrule is still a great place to visit. Adventure, action, deceit and drama are all part of the game.

9 BATMAN

3,307 POINTS

Batman, the character, has been around a long time. Your votes show his NES alter-ego will be, too.

10 BATTLE OF OLYMPUS

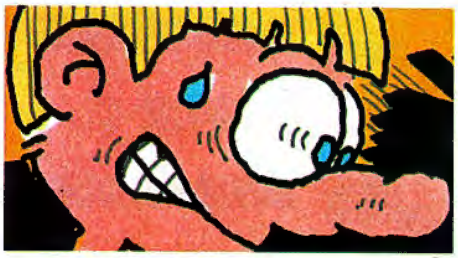
3,228 POINTS

It's a mythical Zelda II type adventure in ancient Greece, and it's a real winner according to the Pros.

11	3,150 POINTS	THE LEGEND OF ZELDA
12	2,787 POINTS	SHADOWGATE
13	2,329 POINTS	SUPER C
14	2,255 POINTS	NINJA GAIDEN
15	2,121 POINTS	DOUBLE DRAGON II
16	1,954 POINTS	DRAGON WARRIOR
17	1,932 POINTS	TECMO BOWL
18	1,589 POINTS	THE MAGIC OF SCHEHERAZADE
19	1,336 POINTS	BIONIC COMMANDO
20	1,309 POINTS	BASEBALL STARS
21	1,286 POINTS	METAL GEAR II: SNAKE'S REVENGE
22	1,231 POINTS	METROID
23	1,181 POINTS	THE ADVENTURES OF LOLO II
24	1,147 POINTS	PUNCH-OUT!!
25	1,124 POINTS	DISNEY'S DUCK TALES
26	1,066 POINTS	WILLOW
27	1,022 POINTS	BLASTER MASTER
28	986 POINTS	CONTRA
29	857 POINTS	NOBUNAGA'S AMBITION
30	827 POINTS	AL UNSER JR. TURBO RACING

TOP·30

Players' Picks



	GAME	PTS
1	Super Mario Bros. 3	7170
2	Teenage Mutant Ninja Turtles	3222
3	Mega Man II	2070
4	Super Maro Bros. 2	1687
5	Zelda II-The Adventure of Link	1670
6	Batman	1659
7	Ninja Gaiden	1532
8	Double Dragon II	1507
9	Super C	1303
10	Dragon Warrior	1180
11	Tetris	1117
12	The Legend of Zelda	1063
13	Shadowgate	1011
14	Tecmo Bowl	804
15	Contra	655
16	Super Mario Bros.	649
17	Disney's Duck Tales	649
18	Battle of Olympus	614
19	Super Off-Road	581
20	Castlevania II	580
21	Punch-Out!!	517
22	Bionic Commando	468
23	RoboCop	468
24	Blaster Master	447
25	Metroid	436
26	Final Fantasy	434
27	Bases Loaded	389
28	Narc	379
29	Bad Dudes	373
30	Faxanadu	372

Players Pick Hot, Hotter and Hottest Titles In America

You can't beat the Super Mario Bros. and Teenage Mutant Ninja Turtles for name recognition or popularity. These are the heroes of our time.

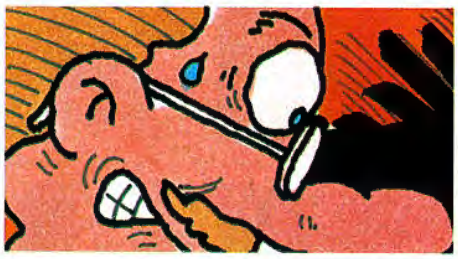
Pros' Picks

	GAME	PTS
1	Final Fanstasy	6145
2	Super Mario Bros. 3	3492
3	Battle of Olympus	2614
4	The Legend of Zelda	1610
5	Magic of Scheherazade	1589
6	Shadowgate	1453
7	Zelda II-The Adventures of Link	1411
8	Ninja Gaiden II	1359
9	Mega Man II	1328
10	Snake's Revenge	1286
11	Adventures of Lolo II	1181
12	Batman	1129
13	Willow	1066
14	Bionic Commando	868
15	Nobunaga's Ambition	857
16	Metroid	795
17	Dragon Warrior	774
18	Tetris	627
19	Ultima	585
20	Blaster Master	575
21	Baseball Stars	502
22	Tecmo Bowl	491
23	Adventures of Lola	481
24	Legocy of the Wizard	460
25	Genghis Khan	460
26	Ninja Gaiden	429
27	Guardian Legend	397
28	Mega Man	366
29	Teenage Mutant Ninja Turtles	335
30	Solomon's Key	335

Nintendo Pros Are Ahead Of Their Time, Or Are They?

Once again the pros are renegades, putting Final Fantasy and Battle of Olympus in the top 3. But is the rest of America ready for these games? The Pros think so.

Dealers' Picks



	GAME	PTS
1	Super Mario Bros. 3	14302
2	Ninja Gaiden II	2831
3	Super Mario Bros. 2	2372
4	Tetris	1982
5	Teenage Mutant Ninja Turtles	1451
6	Super C	1026
7	Al Unser Jr. Turbo Racing	827
8	Baseball Stars	807
9	Tecmo World Wrestling	743
10	Tecmo Bowl	637
11	Punch-Out!!	630
12	Double Dragon II	614
13	Bases Loaded II	525
14	Batman	519
15	The Legend of Zeldo	486
16	Disney's DuckTales	481
17	Wrath of the Black Manta	444
18	Zelda II-The Adventure of Link	422
19	Mego Man II	409
20	Super Spike V'Ball	400
21	Fester's Quest	378
22	Championship Bowling	333
23	Cantra	331
24	Shadowgate	323
25	Ninja Gaiden	294
26	Rad Racer	293
27	Bases Loaded	289
28	Remote Control	289
29	Sky Shark	286
30	Jack Nicklaus' 18 Greatest Holes of Major Championship Golf	276

Dealers Hooked On Super Mario Bros. Who Can Blame Them?

The Super Mario phenomenon is nothing new to the Dealers, but they're still on the SMB band wagon. It's going to be a long ride.

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ROLLERGAMES™

The Fastest Action On Eight Tiny Wheels!

THE ROLLER GAME WORLD IS ABOUT TO GO INTO A GIANT TAIL-SPIN!

"This just in—three teams have kidnapped the owner of an opposing team. I can hardly believe it. Is this the sportsmanship we've come to love and admire in this great American game? Well, actually I guess it is. So now it's up to you to skate like a maniac, sting like a bee, join the team of your choice and set that guy free!"

T-BIRDS

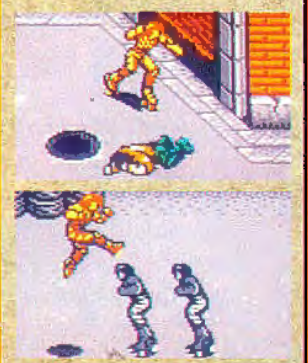
If you join these thunder-fisted sluggers of the fast track you'll learn to throw a "body slam".

HOTFLASH

These ladies can leap like Olympic Champs. Join up with them to learn their Secret Attack.

ROCKERS

Rockers and Rollergamers are here to stay. Their patented Spinning Jump Kick makes enemies pay.



STAGE ONE: BAD ATTITUDE

"Enter My Zone And You'll Never Leave," says the owner of the team called Bad Attitude. But she doesn't know what she's facing. On these mean streets you'll take on thugs from Bad Attitude who throw punches and oil drums. Deep man-holes are another danger, and bottomless chasms will totally ruin your day unless you jump over them. In some places you have to stand and fight until all the Bad Atti-dudes learn a lesson in good manners. At the end of the stage take out the Bad owner.

STAGE 1-1

Fists for freeloaders? Save your strength. Don't bother punching out every nut who picks a fight.

MAN-EATING MANHOLES

If you fall into a manhole you'll lose a life. Either skate around them or jump over them.

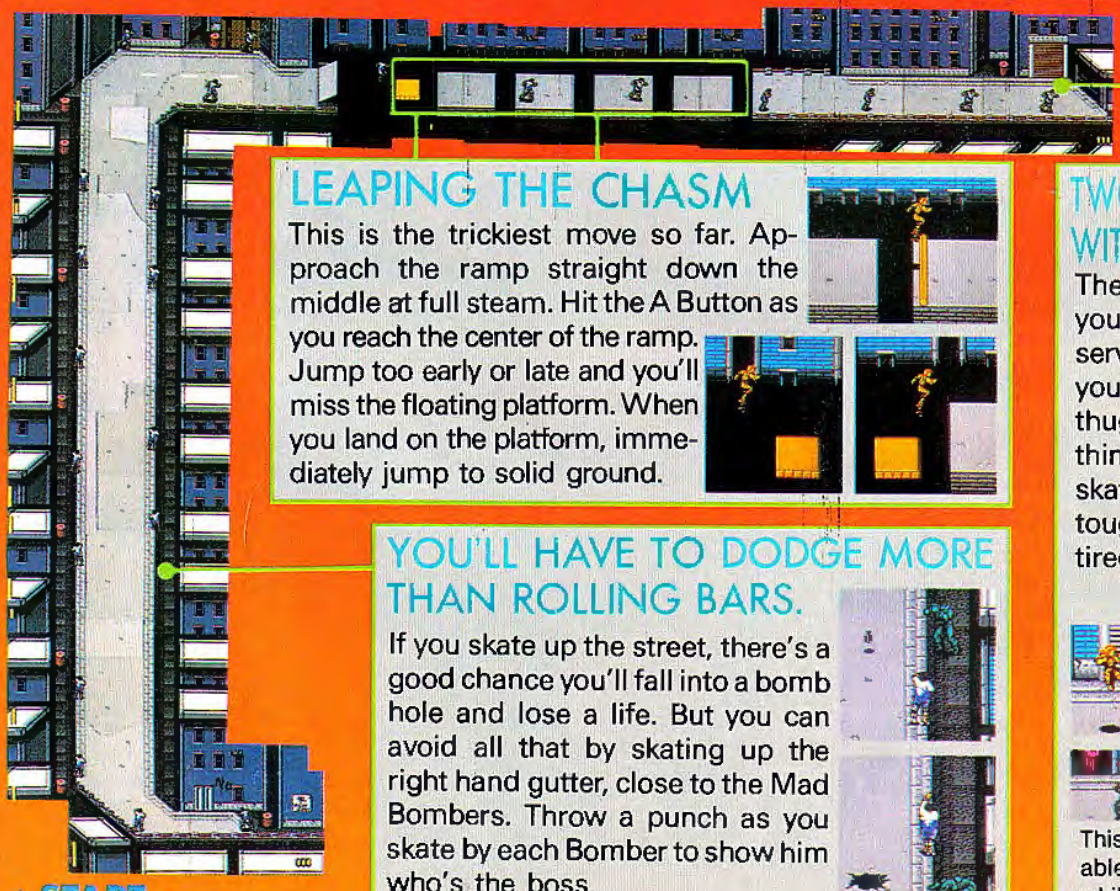
ATTACKING ON THE MOVE

If you throw a punch while you're skating, your reach is longer than if you're standing still. Use this technique to gain the advantage.

Throw a punch as you skate up.

STAGE 1-2

The second stage is shorter, but you'll face new dangers—bombs blowing up in your face and wide chasms just for starters. At the end of the stage are two guys who'll stop at nothing to stop you in your tracks.



LEAPING THE CHASM

This is the trickiest move so far. Approach the ramp straight down the middle at full steam. Hit the A Button as you reach the center of the ramp. Jump too early or late and you'll miss the floating platform. When you land on the platform, immediately jump to solid ground.

YOU'LL HAVE TO DODGE MORE THAN ROLLING BARS.

If you skate up the street, there's a good chance you'll fall into a bomb hole and lose a life. But you can avoid all that by skating up the right hand gutter, close to the Mad Bombers. Throw a punch as you skate by each Bomber to show him who's the boss.

TWO TOUGH GUYS WITH NOWHERE TO GO

They've been waiting for you here at the end, conserving strength while you've been fighting their thugs. Now it's time to set things straight. The big skater isn't quick, but he's tough. The fast guy gets tired every few seconds.

Use your Special Attack here. If you run out of Special Attacks, Jump Kicks will do the trick.

This crazy runner is unbeatable when he's moving. Attack while he catches his breath.

STREET FIGHTING TECHNIQUES AND SPECIAL ATTACKS

Most enemies go down after a single punch. Your skater should be aimed as if you are going to run over the bum, then knock him down. Tougher opponents might require use of a Special Attack.

You have three Special Attacks.

Stand just to the right of the door and take on each foe as he appears.

THE OBSTACLE COURSE

In this stretch you'll encounter rolling barrels and steel bars, which you must jump over. The road narrows, too, and you can fall off.

Keep to the middle of the bridge.

STAGE 2

HIGHWAY TO NOWHERE

This broken freeway isn't going to hold much traffic, but it has plenty of traffic violations. Obstacles trip you up, bikers and skaters gang up on you and the missing sections of roadway can end your run instantly.

Stay on the center stripes or at the bottom of the screen to avoid obstacles.

Dodge these skaters and sneak up from behind to lay them out on the road.

Keep to the thin blue line in the middle of the road and you'll be safe.

'COPTER HOPPER

Your goal here is simply to stay alive. The bombs are your biggest threat. Stay to the bottom of the screen and, if a bomb explodes directly in front of you, jump!

Don't worry about explosions above you.

STAGE 3

WRECKING CREW BLUES

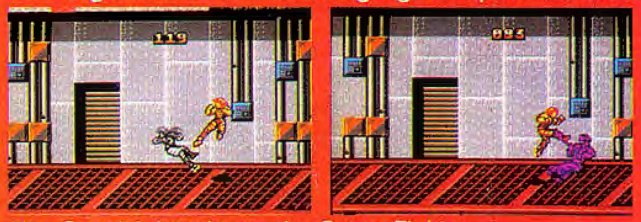
Your enemies are doing damage to more than just the reputation of the sport of Rollergames. They're trashing the city, too. Exploding bombs, oil slicks, wrecking balls and water traps will take their toll as you battle past them.

Always skate around oil spills.

Jump the narrow gap.

JUMP KICK CLASH

Evade the jump kicking enemy and use a Jump Kick against him while dodging the spear thrusts.

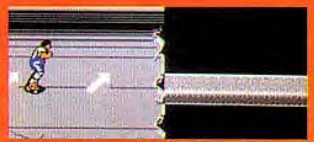


Use Special Attacks on the Spear Fighter.

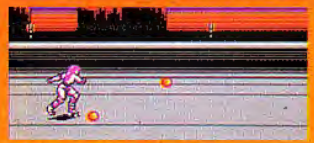
STAGE 4

MORE HIGHWAY ACTION

Back in the fast lane, you'll have to fight off dangerous carnivores as well as humans. Bikers with bombs and rolling barrels don't make life any better. If that's not enough, you'll have to thread your way across narrow ribbons of roadway. If you survive all this, you still have a long road ahead.



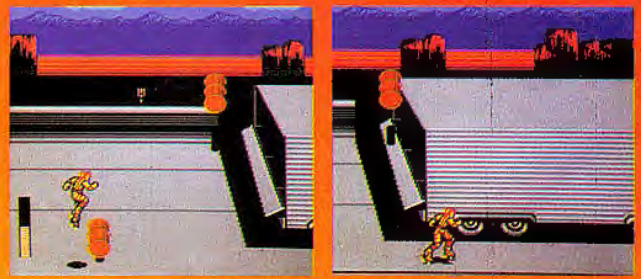
Watch for the arrows. They indicate where a narrow roadway begins. The triple ball can be dodged only with great agility. Good luck.



Quickness counts.

TAILGATER HATER

You'll have to jump the barrels that are thrown out the back end of the truck. It's easiest near the bottom of the screen.



Warning: don't try to pass the truck!

NES PLAY ACTION FOOTBALL

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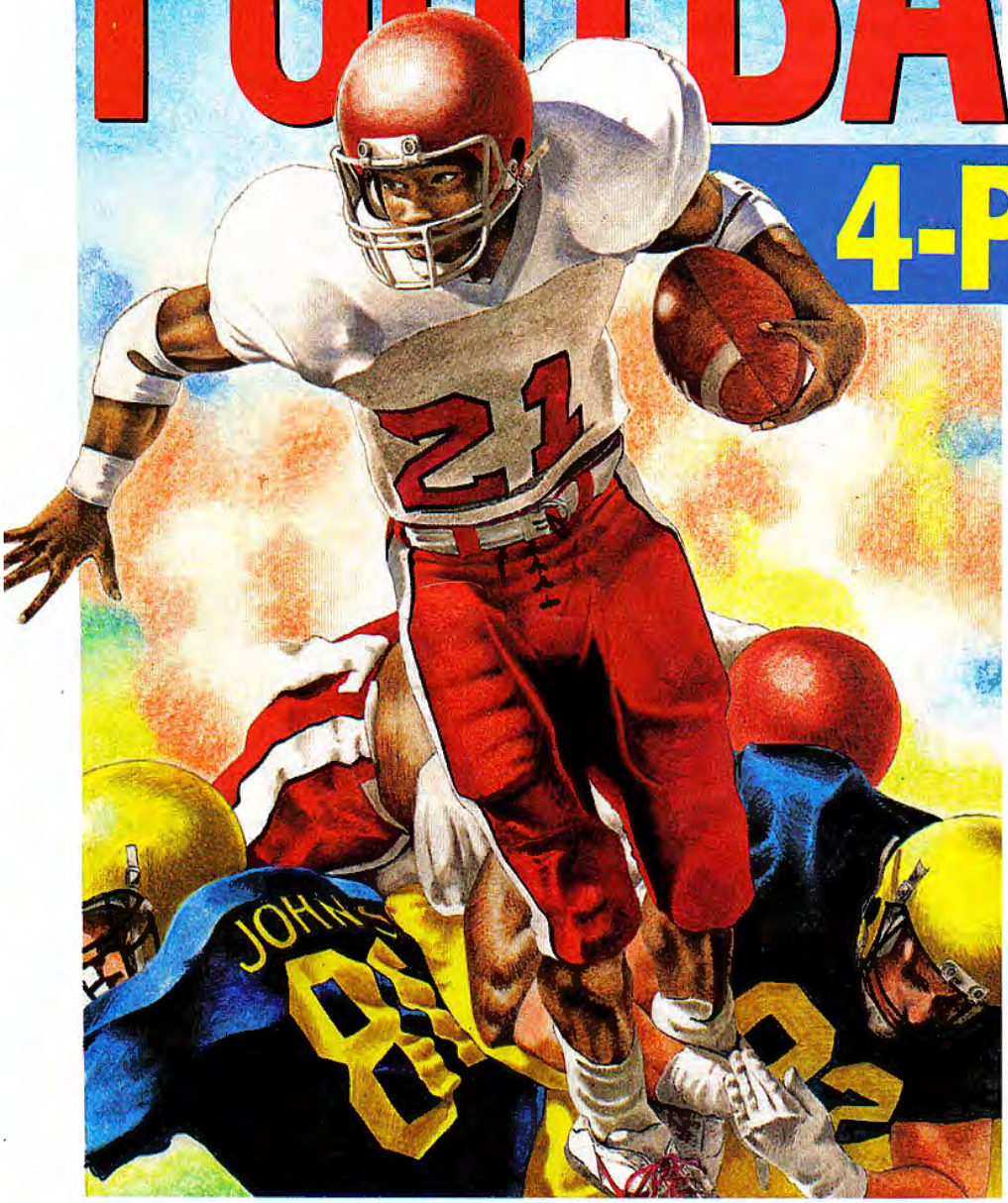
Players Association

HAVE AN NES SATELLITE SUNDAY!



4-PLAYERS!!

MULTI-PLAYER OPTIONS

Using a four player adapter such as the NES Satellite or Four Score, NES Play Action Football becomes a new ball game. You'll double the fun.

2P vs 2P!

UPDATED ROSTERS

Attributes of some of the best players in the game have been programmed into NES Play Action Football. The rocket arm of John Elway. Ronnie Lott's awesome speed. Mike Rozier's churning power at Running Back. Everything up-to-date for its release this fall.

Some old faces and some new ones. Just look at Montana's speed and passing strength!

An All Star Line-up

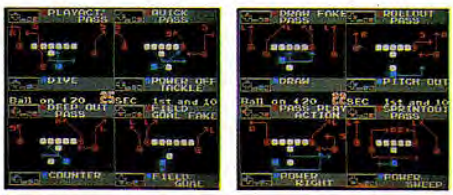
Better late than never, the updated NES Play Action Football has arrived just in time for the new season. While the pros are bruising each other on the grid-iron, you'll be playing the hottest video football game of the year at home. What's the score? The team rosters include recent players acquired by spring of 1990. An exciting four player option heats up the competition. Great play selection and player control puts you in total command. And that's just for starters. There's a whole line-up of great features.

THE PLAY-OFFS!

Battle it out with all seven opposing teams for the Power Bowl championship. With skill and endurance, lead your team through six play-off games with the computer as your opponent. Use the Password after winning a game. Your play-off standings will be saved.

HOT OFFENSIVE PLAYS

Every team has its own playbook of offensive plays designed around team strengths—24 set plays in all. But each play can be run to the weak side or strong side, doubling your options, and the QB can run from any passing formation. Substituting fresh players for tired ones allows you to get the most out of a play. Runners gain speed if you push the A Button.



OFFENSIVE STRATEGY

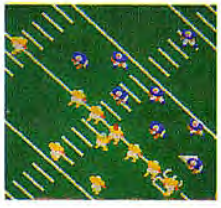
Your choice of plays is critical in NES Play Action Football. On third and long yardage, you don't want to run unless your QB is low on energy. Try a deep pass.

FEARSOME DEFENSE!

Predicting what the offense will do is the key to a great defense, and NES Play Action Football gives you the options you'll need. Choose from sixteen set defensive formations to counter offensive plays, from deep zones to all man blitzes. Start each play in the Free Safety position. As the play develops, take control of the defensive player closest to the ball by pressing both the A and B Buttons together.

DEFENSIVE STRATEGY

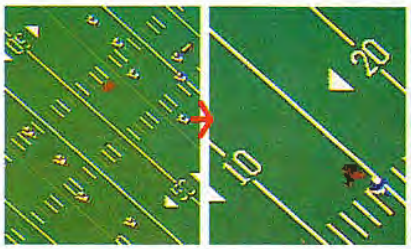
On third and long, knowing that the opposing team isn't likely to run, be prepared for a pass. A front line blitz with deep coverage might be just the play.



Welcome to the game, fans. New York lost the coin toss and will kick off to San Francisco.

THE KICK-OFF

It's a high, booming kick-off all the way back to the San Francisco two yard line where Rathman makes the catch and heads up field, but New York defenders are all over him.



1st & 10

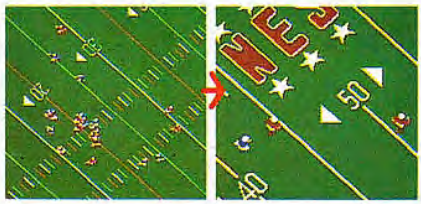
SAN FRANCISCO

Roger Craig takes the hand-off from Montana and dives off-tackle for a quick seven yards to the twenty-one. Lawrence Taylor was there for New York to put the stop on him.

2nd & 3

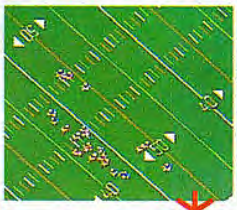
SAN FRANCISCO

It's a deep crossing pass from Montana to Greer, who takes it on the run. Free Safety Terry Kinard, playing a deep zone, really puts him on the turf, but not until Greer dives for a first down.

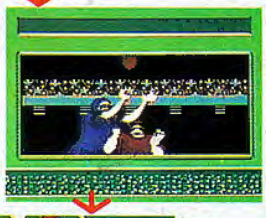


1st & 10

SAN FRANCISCO



Montana is throwing deep again. It looks like he's gunning for Mike Wilson, but he's in heavy traffic.



Incredible! Kinard has intercepted the pass. He took it right out of Wilson's hands!

He's heading up field with only one man to beat!

It looks like he'll take it all the way in for a score! Yes! Touch Down New York!

My, oh my. It looks like it's going to be a great game for all you fans.

CLASSIFIED INFORMATION

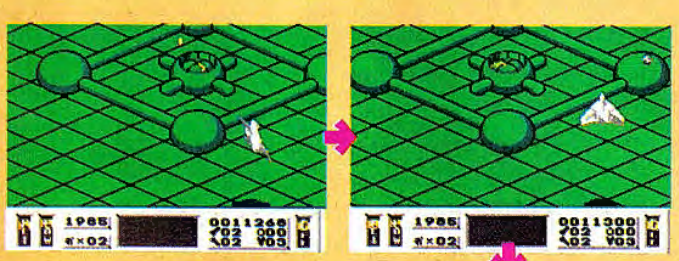
NINTENDO TOP SECRET POWER

CAPTAIN SKYHAWK

FROM AGENT # 427

Level Skip

Each level of this action packed flight simulation is fun and challenging, so we do recommend that you play through the game from beginning to end. But if you want to skip levels to see what challenges lie ahead, there is a quick and easy maneuver that you can use. While flying through any level, on Controller II, press Up on the Control Pad and the B Button simultaneously. Your plane will fly up and out of the current level and move on to the next challenge!



While soaring through enemy territory, press Up and B on Controller II to skip to the next level.

If you are skipping levels, make sure to fight through the open-air battle missions so you can earn credits and buy weapons in the base.

RAD RACER II

FROM AGENT # 764

Stage Select

Our Agents have discovered a way to practice on any track of this eight city rally before you try to complete all of the tracks in their set order. While the title screen is on, press and hold Up and Left on the Control Pad and press the B Button with the number of stages that you would like to skip. For example, if you want to begin on Stage Five, press the B Button four times to skip four stages. Then press the Start Button and you'll start racing on the selected stage.

On the title screen, press and hold Up and Left. Press B once for each stage you want to skip and then begin.

For an extra challenge, you can race at night with no track lights by pressing and holding Up and Left and pressing the B Button eight times. Then press Start and you'll be on the first track, but you'll only be able to see your car and oncoming cars. Everything else will be dark.

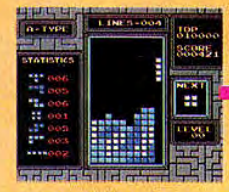
Lights out!

TETRIS™

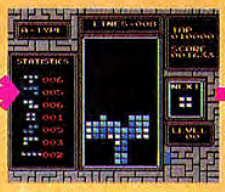
FROM AGENT # 276

Instant Tetris

All of the best Tetris players know that the only way to get super high scores is to go for as many Tetris completions as possible. That's four lines at one time. Our Agents have found a way to get a head start on Tetris by scoring an immediate Tetris. Watch the game demonstration before starting and wait until a Tetris is scored. As soon as the screen begins to flash from the Tetris score, press the Start Button, choose the game type, and start the game. The screen will continue to flash until the first falling piece is in place and you will be rewarded with the appropriate score for a Tetris at that level! When you use this trick, make sure that you press the Start Button before the Tetris has completely cleared in the demonstration mode.

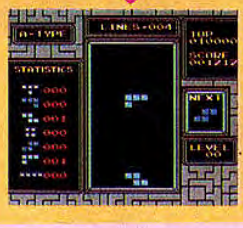


Watch the game demonstration and wait until a Tetris is scored.



As the lines are clearing, press the Start Button.

Select the game type, level and height.



Start the game with all of the points from a four-line Tetris!

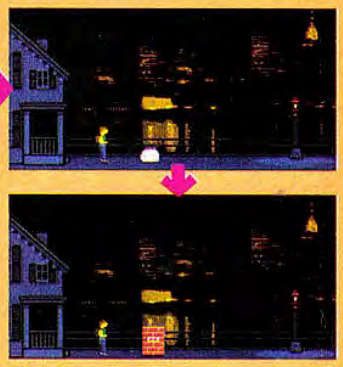
A BOY AND HIS BLOB™

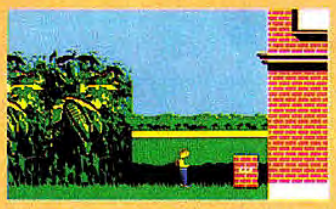
FROM AGENT # 645

Brick Blob

Your little Blobolonian buddy has a strange taste for Jelly Beans that makes him change into different shapes, depending on the flavor of the Bean. Our Agents have discovered that it takes two kinds of Beans to transform the Blob into a Brick Wall. To bend the Blob into that shape, toss it a Honey Jelly Bean and as it is changing, press the Select Button and quickly toss a Ketchup Jelly Bean in another direction. The Blob will disappear and come back as a pile of Bricks and Mortar!

Toss the Blob a Honey Jelly Bean and, while it's changing, throw a Ketchup Jelly Bean.





There are no known applications for the Wall, but it might be fun to try using it in different situations.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

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CLASSIFIED INFORMATION

NEMESIS™

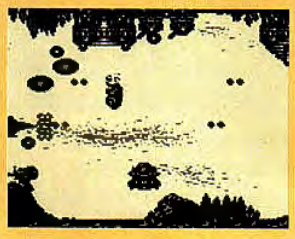
FROM AGENT # 454

Power-Up Possibilities

Since Nemesis is a Game Boy relative of Konami's Gradius, it seems logical that the Power-Up code for Gradius would also work for Nemesis. There are three other Power-Up codes that work for Nemesis as well. All of the codes should be entered during game play when the action is paused. While playing, press the Start Button to freeze the action, enter the code and resume play. The Power-Ups will change appropriately according to the code that you entered. The codes are as follows.

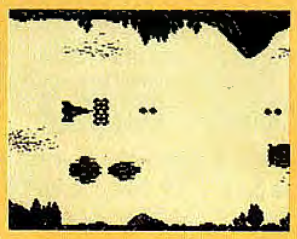
Full Options Plus

When the action is paused, press Up, Up, Down, Down, Left, Right, Left and Right on the Control Pad. Then press the B Button and the A Button. When you press Start to resume, your ship will have both Option Weapons, Shields, Lasers and Missiles!



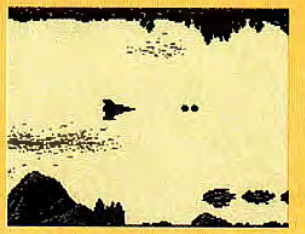
Full Speed and Shields

Pause the game. Then press the B Button five times and the A Button 5 times. When you start again your ship will be making full use of the Speed power and it will also be equipped with Shields.



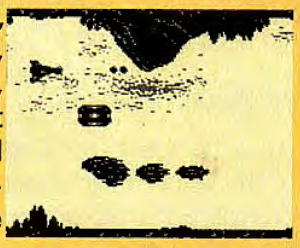
Power-Up Drain

If any bone-heads out there would like to erase the Power-Ups that you have collected, pause, Press A, Left, A, Left, A, Left, A, Left, A and Left again. Then resume and any Shields, Lasers, Options or Missiles that you have will disappear.



Power No More

Play the game without having the option of Power-Ups with this code for an extra challenge. Pause the game, Press Up, Select, Down, Select, Left, Select, Right, Select, Select and Select again. Then start again and the Power-Ups at the bottom of the screen will be blank.



HEAVY BARREL™

FROM AGENT # 113

Extra Continues

In this mission to collect the pieces of the amazing Heavy Barrel weapon, you are given the option to continue your game three times after all of your fighters have been defeated. Then the game is over. Our Agents have discovered a way to extend this option to a total of six chances to continue when you are playing the game by yourself. Choose a two-player game when you start and make sure that both controllers are connected to the Control Deck. Start fighting and let all of the Player Two fighters be defeated. Player Two will have the option to go back into the game by pressing the A Button. Ignore that option and continue to play with Player One. Once all of the Player One continues have been used, switch Controllers and continue the game as Player Two!

Choose a two-player.

Let Player Two lose.

Switch to Player Two when the Player One game is over.

WILLOW

FROM AGENT # 973

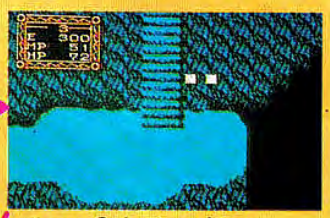
Weird Warp

Our Agents have discovered a strange code that will let you warp from one place to the next in the world of Willow. While using this method, you will often end up in odd places with scrambled graphics that don't exist during normal game play. For this reason, the trick is more of a novelty than something that will actually help you play the game. To try it out, enter the following password:

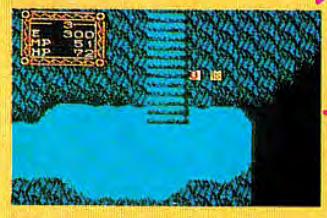
tQW 5IT gxq
Xev Vzf xvn

You'll start with an experience level of 3 and you will have all of the Swords, Shields and Items in the game. Press the Select Button and two letters or numbers will appear near the center of the screen. These characters determine your location. To change the character on the left, press and hold the B Button and press Up and Down on the Control Pad. To change the character on the right, try the same method using the A Button. When you get to the desired two character combination, press the Select Button and see where you end up. One combination that our Agents recommend is "O" for the left character and "F" for the right character. You'll end up at the gate of Nockmaar Castle.

Enter this password and press Start.



Press Select and two characters will appear.



Change the characters using the A and B Buttons.

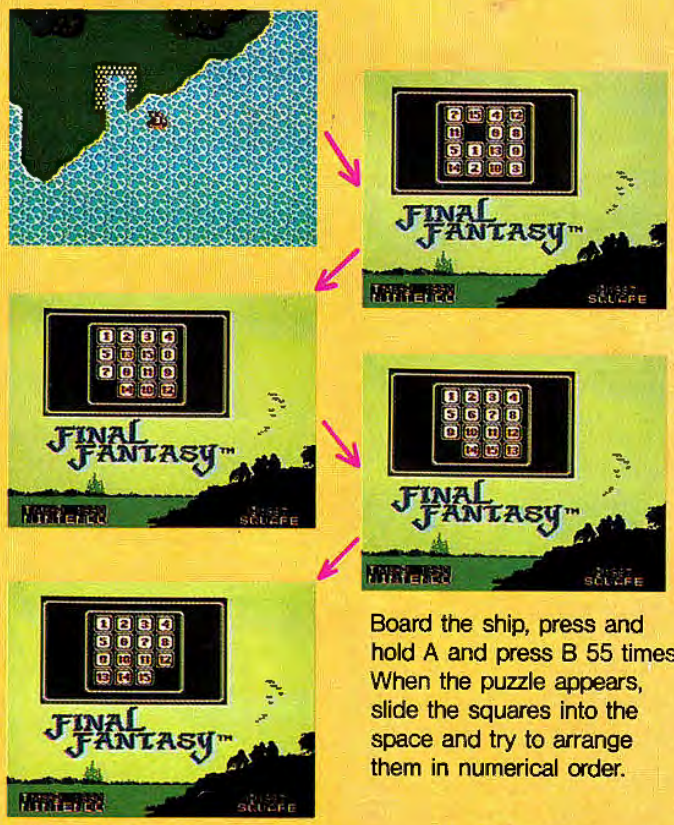
You can warp to anywhere in the game.

FINAL FANTASY

FROM AGENT # 055

Game Within A Game

The Light Warriors must solve many puzzles in their journey to light the four Orbs and restore peace to the World. There is, though, one puzzle in the game that is completely unrelated to the quest of the Light Warriors. This puzzle serves as a game within the game and a break from the main quest. To call up this game, get your characters to board the ship, press and hold the A Button and press the B Button 55 times. The Final Fantasy title screen will appear with a large square near the top. Inside this shape will be 15 smaller squares (numbered 1–15) and a space big enough for one last square. The object is to slide the squares one at a time into the space by pressing the A Button and to arrange them so that the numbers are in order. There's no reward for solving the puzzle, but it's fun to try. You can go back into the main game by pressing the B Button and then continue your quest to light the Orbs.



Board the ship, press and hold A and press B 55 times. When the puzzle appears, slide the squares into the space and try to arrange them in numerical order.

NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

THE ADVENTURES OF LOLO 2

Paul Karpowich	Brockton, MA	Finished
Chris Garnett	Puyallup, WA	Finished
Eric Longdin	Methuen, MA	Finished
Tracy Williams	Arvada, CO	Finished

ASTYANAX

Helmut Habenschuss	Bechtelsville, PA	10,340,900

BAD DUDES

Christopher Schmitt	Jamaica, NY	921,200
Greg McClelland/Tyler Palmer/ Sam Gervin	Waskada, MB CANADA	877,100
Quentin Shaw	Lincoln, NE	809,200
Dom Pulis	Warren, MI	795,100
Corey Bosworth	Blackhawk, SD	780,500
David Morita	Pierce, CO	753,900
Kade Sharp & Chad Martin	Bastrop, LA	720,200
Rafael Villegas	San Diego, CA	709,800

BATMAN

Brian Bonney	Abington, MD	6,217,300
Paul Lum	Abilene, TX	2,045,000
Abren Cahoon	Colorado Springs, CO	1,246,000

THE BATTLE OF OLYMPUS

Mike Armandi	Lake Ronkonkoma, NY	Finished
Darrel Brown & Eric Ginger	Yorkville, IL	Finished
Danny Gerrick	San Diego, CA	Finished
Homer Gibson, Jr.	Kokomo, IN	Finished
Susan Hanson	Reston, VA	Finished
Anthony Hash	Corsicana, TX	Finished
Jack and Johni Maynor	Benton, TN	Finished
Rowena Roscoe	Hanapepe Heights, HI	Finished
Joel Windrow	Bristol, CT	Finished

BLACK BASS

Matt O'Neil	Omaha, NE	Finished

A BOY AND HIS BLOB

Brian Schatzel	Medford, NY	120,000
Joey Myers	Massillon, OH	55,250

BUBBLE BOBBLE

Barry Rugg	Clavet, SK CANADA	2,755,250
Brian Babbitt	Arkdale, WI	2,156,350
Kathryn Spellman	Long Beach, CA	2,087,560

CHAMPIONSHIP BOWLING

William Phillip Keola	Waianae, HI	Perfect Game

COBRA TRIANGLE

David Wickstrom	Atwater, CA	999,300
Jason and Michael Burns	Ann Arbor, MI	981,950
Don Baum	Canton, OH	971,750

CLASH AT DEMON HEAD

Bradley Bamhorst	Wexford, PA	Finished
George Kesslir	Louisville, KY	Finished
Sean Lewis	Blasdell, NY	Finished
Allen Long	Delaware, OH	Finished
Jesse Martino	Thousand Oaks, CA	Finished
George Pasterak & Chris George	Annapolis, MD	Finished
Andrew and Jeremy Szurley	West Yarmouth, MA	Finished
Frankie Wenger	New Holland, PA	Finished

DEMON SWORD

Ted Werre	New Albany, IN	234,150

DOUBLE DRAGON II

Jack Lau & Peter Mei	New York, NY	999,999

DOUBLE DRIBBLE

Charles Verruggio	Wilkes-Barre, PA	999-171 vs Comp.

DUCK TALES

Nolan Martinez	Miami, FL	16,524,000
Jonathan Rego	Kailina, HI	13,060,000
Aaron Drussel	Ramsey, NJ	10,943,000
Mark Taylor	Chelsea, MI	10,930,000

GALAGA

Paul Vessels, Jr.	Maxwell, CA	1,433,860
Mike Fair	Richmond, BC CANADA	1,015,440

GENGHIS KHAN

Leonard Canarsky	Oakland, NE	Finished
Arselio Gerardo	Miami, FL	Finished

GODZILLA

Christian Saborio ▶	Guadalupe, COSTA RICA ▶	8,522,910

THE GUARDIAN LEGEND

Eric Basaraba ▶	Wilton, ND ▶	9,999,990
Paul Cowan ▶	Navato, CA ▶	9,999,990
Rob Hamor ▶	Petersburg, PA ▶	9,999,990
Todd Heusman ▶	Carleton, MI ▶	9,999,990
Scott Kravelick ▶	Allentown, PA ▶	9,999,990
Matthew Mecca ▶	Bolton, CT ▶	9,999,990
Pamela Ream ▶	Lancaster, PA ▶	9,999,990
Steve and Ragen Hart ▶	Vancouver, BC CANADA ▶	9,790,590
Scott Olson & Chris Morreim ▶	Minneapolis, MN ▶	9,694,390

GOLF (Game Boy Version)

Bob Feldman ▶	Corvallis, OR ▶	–17 (55)

INDIANA JONES AND THE TEMPLE OF DOOM

Denise Allen ▶	Uniondale, NY ▶	9,999,999

IRONSWORD

Jason Abdallah ▶	Moorhead, MN ▶	904,000

JACK NICKLAUS' GOLF

Paul Ricchio ▶	Racine, WI ▶	–22 (50)
Mike Streeter ▶	Copake, NY ▶	–20 (52)

JORDAN VS. BIRD: ONE-ON-ONE

Jim Goble ▶	Blountsville, AL ▶	171-5 vs. comp

KINGS OF THE BEACH

Richard Corl ▶	Jacksonville, FL ▶	Finished
Troy McConville ▶	Lynchburg, VA ▶	Finished
Matt Modica ▶	Saint Louis, MO ▶	Finished
Greg Robinson ▶	Patchogue, NY ▶	Finished

KUNG FU HEROES

George Allen ▶	Uniondale, NY ▶	2,136,600
Jeremy Chambers ▶	Nenana, AK ▶	1,249,900

MAGIC OF SCHEHERAZADE

Dale Beebe ▶	Regina, SK CANADA ▶	Finished
Timothy Bravos ▶	Liverpool, NY ▶	Finished
Kathleen Dobkins ▶	Waterbury, CT ▶	Finished
Cheryl Meeker ▶	Big Bear Lake, CA ▶	Finished

MARBLE MADNESS

Jim and Shawn Harris ▶	Oceanside, CA ▶	171,000
Zak Knight ▶	Oklahoma City, OK ▶	164,970

MICKEY MOUSECAPADES

Scott Eagon ▶	Walla Walla, WA ▶	4,130,400
Matt Balmer ▶	Urbana, OH ▶	2,008,600

RAMPAGE

Sam Kent ▶	Birmingham, AL ▶	50,864,612
Kevin Mineard ▶	Elkhart, IN ▶	16,550,000

RIVER CITY RANSOM

Shawn and Scott Boyes ▶	Vancouver, BC CANADA ▶	Finished
Keith Clancy ▶	Shavertown, PA ▶	Finished
Andy DeClaire ▶	Fraser, MI ▶	Finished
Aaron Dewald ▶	Thompson, ND ▶	Finished
Benjamin Dobbs ▶	Woodbridge, VA ▶	Finished
David Schneider ▶	Valley City, ND ▶	Finished
Greg Schultz ▶	Wausau, WI ▶	Finished
Chris Schwan ▶	Meridian, MS ▶	Finished

ROLLERBALL

Ken Schmidt ▶	Cincinnati, OH ▶	32,356,180
Doug Chapek ▶	Austin, MN ▶	24,300,980

RUSH N' ATTACK

Dana Muchow ▶	Lafayette, MN ▶	9,999,990

SUPER MARIO BROS. 3

Peter Carter ▶	Garland, TX ▶	9,999,990
Bob Coody & Kevin Edmonson ▶	Pineville, LA ▶	9,999,990
Bruce Cottingham ▶	Houston, TX ▶	9,999,990
Shannon Jenkins ▶	Choctaw, OK ▶	9,999,990
Leigh Marshall ▶	East Windsor, NJ ▶	9,999,990
David and Lawrence McCraven ▶	La Verne, CA ▶	9,999,990
C.J. Nemec ▶	McKees Rocks, PA ▶	9,999,990
John Stirewalt ▶	La Russell, MO ▶	9,999,990
Tim Spencer ▶	Middletown, RI ▶	3,181,250

SUPER MARIO LAND

Pat Bauers ▶	Avon, OH ▶	999,999
Andy Blackburn ▶	Tampa, FL ▶	999,999
Charlie Steib ▶	Saint Louis, MO ▶	999,999
Jason Walsh ▶	Dartmouth, NS CANADA ▶	999,999
Bobby Yazdi ▶	Nepean, ON CANADA ▶	999,999
Robert Morgan ▶	Barrington, IL ▶	963,060
Shane Malott ▶	Roswell, NM ▶	793,460
Mike Fertig ▶	Wheeling, WV ▶	766,650
Chris Spears ▶	Houston, TX ▶	762,540
Brian Wurster ▶	Woodbridge, VA ▶	646,590

TOWN & COUNTRY SURF DESIGN

Justin Atterbury ▶	Portland, OR ▶	999,999
Troy Jaros ▶	Blaine, MN ▶	999,999
Tony Lingerfelt ▶	Madison Heights, MI ▶	999,999
Pam Thompson ▶	Otego, NY ▶	999,999

TECMO BOWL

Brian Tufts ▶	Flossmoor, IL ▶	98-0 vs. Comp.

TETRIS

Danny Pak ▶	Los Angeles, CA ▶	447,288
Jimmy Houng ▶	San Francisco, CA ▶	282,070
Michael Ferranti ▶	Wilbraham, MA ▶	266,616
Brent Jones ▶	Angleton, TX ▶	263,122
Mike Cavaroe ▶	New Orleans, LA ▶	254,002
Matthew Reeves ▶	Bethel, VT ▶	243,804
Stephen Pfeil ▶	Poway, CA ▶	242,023
Kevan White ▶	Porterville, CA ▶	232,461
Sean Lauderdale ▶	Oxford, MS ▶	223,374
James Chen ▶	San Bernardino, CA ▶	221,579

TEENAGE MUTANT NINJA TURTLES

Chris Redline ▶	Berwick, PA ▶	9,999,999
Mike Groves ▶	Gormley, ON CANADA ▶	1,657,400
Tim Blum ▶	Watertown, NY ▶	1,340,000

TOP GUN II: THE SECOND MISSION

Joshua Dusseau ▶	Toledo, OH ▶	6,296,700

XEXYZ

Paul Lucero ▶	Denver, CO ▶	4,331,750

■ SEND YOUR HIGH SCORE AND BE A POWER PLAYER ■

Send it in and see how it stacks up against the players from coast to coast!

Send your Screen Photo to:
Nintendo Power NES ACHIEVERS
P.O.Box 97033 Redmond, WA 98073-9733

SNAKE RATTLE N ROLL™

Snakes alive! Video gaming has never seen a world quite as strange as Rattle and Roll's. Its attractions include a mountain of waterfalls, checkerboards, giant feet and Nibbley Pibbleys, to name a few. So slither on in!

TWO-SNAKE SIMULTANEOUS PLAY

You and a friend can and should each wear one of the snake's skins and take a trip through the game together.

It's twice as much fun in the two-player mode!

TONGUE EXTENSIONS?

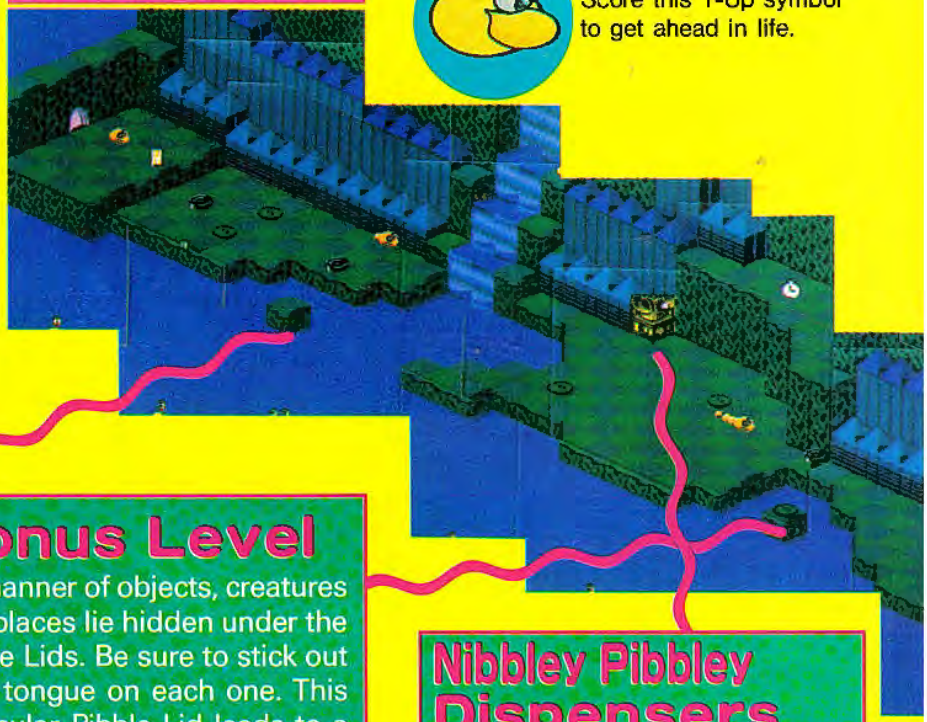
Solid Snake never needed this kind of equipment to complete his missions, but then he wasn't trying to scarf down Nibbley Pibbleys!

Grab as many of these as you can to give your tongue a longer reach.

EXTRA SNAKE

Score this 1-Up symbol to get ahead in life.

LEVEL 1



Suddenly— A Warp Zone!

Jump and stick out your tongue while on this island and you and your buddy will be transported to Level 3.

Look for other hidden Pibble Lids and different methods of warping.

Bonus Level

All manner of objects, creatures and places lie hidden under the Pibble Lids. Be sure to stick out your tongue on each one. This particular Pibble Lid leads to a Bonus Levels.

Flick your tongue while atop a Pibble Lid to open it and reveal its contents!

Nibbley Pibbley Dispensers

Throughout the game, Nibbley Pibbley Dispensers provide chow. But sometimes they dispense bombs!

Snake all you want—the dispenser will make more!

Copyright 1989 Rare Ltd.
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TLE

There's a whole lot of snakin' goin' on in the surrealistic checkerboard world of Rattle and Roll, two of the coolest cobras around. These two sly serpents are out to snake as many Nibbley pibbleys as they can. Why? To have fun of course! And there's plenty of fun to be had in Snake, Rattle N Roll, a unique new action game from Nintendo!

Wild And Weird Enemies!

Rattle and Roll can "lick" their enemies with their tongues or by jumping on top of them. Here is a sampling of some of the crazy creatures you'll meet:

SHARK

Jaws will eat you if you stay in the water for too long, but it's nothing personal.

CHECKERS

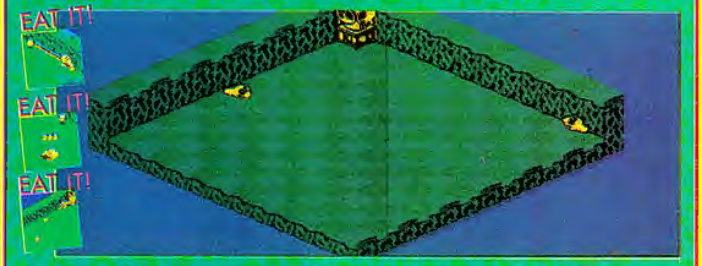
Don't play games with this guy, zap him!

BIG FOOT

It takes a lickin' and keeps on kickin'. Hit it and get a 1-Up!

Bonus Levels

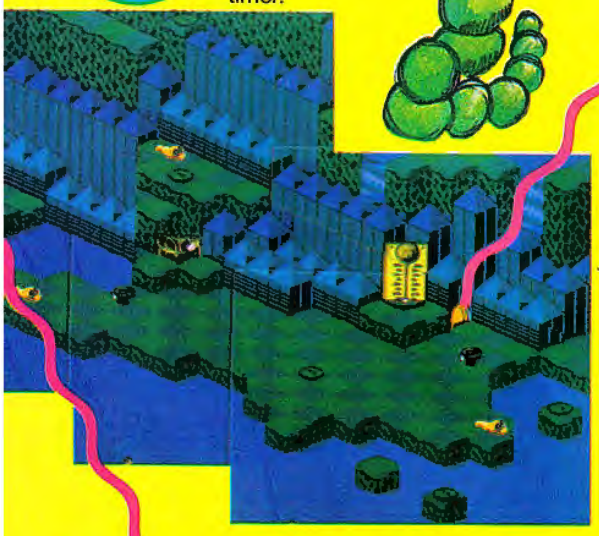
The Bonus Levels give you a chance to really chow down! Cooperate with the other player or try to eat everything. It's open field speed eating.



Don't just nibble on these treats—chow down! (Sometimes these two act more like swine than snakes!)

CLOCK

Adds seconds to your snake timer.



Tip The Scale To Exit The Level

Rattle and Roll won't be able to leave the level until one of them has enough segments to tip the scale. You're ready when one of your tail segments starts to flash. Jump on the scale, ring the bell and the door will open.

Last snake out was a rotten egg! (First viper out gets 5,000 bonus points!)

Don't Tread On Me

Whoever said Big Foot was a mythical creature never asked Rattle and Roll. Get out of its way or it will "sasquash" you!

Give Big Foot a tongue lashing to defeat it. If the resulting 1-Up is flashing, collect it.

LEVEL 2

This level is relatively easy, and it will give you a chance to practice your serpentine skills with more enemies around. A few tough jumps await you towards the end, but with practice, you'll master them.

You're A Snake, Not A Whale!

Keep in mind that you can't jump while you're in the water and this is no time for a swim anyway!

Ring the bell and then make your way to the exit!

SPEED UP

Get wound up to slither faster and jump higher!

'SHROOMS

Too bad you don't have any pizza to eat with these!

DIAMOND

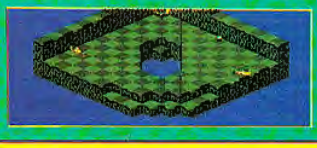
Turn into Super Snake by collecting this stone. Just don't try to fly.

KRAZY BEATS

These things are fast and wild, but can be defeated with a few quick licks. (Yecch!)

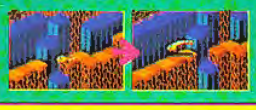
Bonus Level

Be ready when you drop down under this Pibble Lid. Inside is a Bonus Level!



Jump Around A Corner

Master this jump and you're on your way to success in the snake business.



Press Down and Left in mid-jump. Piece of Snake!

LEVEL 3

All the Levels are connected and Rattle and Roll are on their way up to higher ground. As they climb, things will get tougher, with quicker enemies and more difficult jumps.

BLADEZ

These razor sharp traps aim to trim your tail. Hit them with your tongue.

Leap For The Door

This long jump may be difficult, but if you jump from the right side of the path, it seems a bit easier.

Take It Slow

Eat the enemies, then test your luck at the edge of the waterfalls.

Double Bonus Levels!

If you want to get really fat, Level 3 has two Bonus rounds for you.

Movers and Snakers, let's get rolling!

KICKLE CUBICLE

TM

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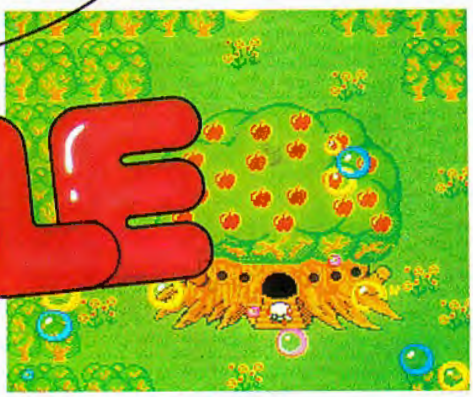


Frozen solid by the wicked Wizard King's magic, the Fantasy Kingdom awaits rescue. Our hero, Kickle, must use his hot powers and his grey cells to kick out the Wizard King and thaw the Fantasy Kingdom.

KICKLE'S TECHNIQUES

Kickle Cubicle combines elements of both puzzle and action games. While the game play is simple, creative use of your powers is the key to victory.

1 Freeze Enemies

With his freezing breath, Kickle can freeze most of his enemies solid.

2 Kickle's Kick

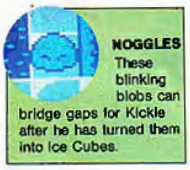
Once an enemy is frozen Kickle can kick them out of the way.

3 Get the Dream Bags

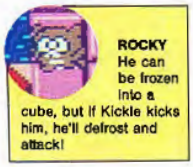
Once Kickle has collected all the Dream Bags in a stage, he goes on to the next level.

FOUR LANDS OF THE FANTASY KINGDOM

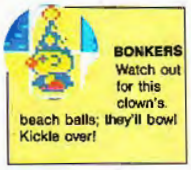
Although Kickle's quest starts out easy in Garden Land, each land gets progressively more difficult. Fruit Land, Cake Land and finally Toy Land will test Kickle to the limit of his abilities! Each is full of wild and wacky enemies.



NOGGLES These blinking blobs can bridge gaps for Kickle after he has turned them into Ice Cubes.

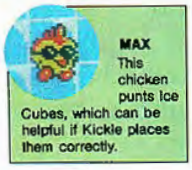


ROCKY He can be frozen into a cube, but if Kickle kicks him, he'll defrost and attack!



BONKERS Watch out for this clown's beach balls; they'll bowl Kickle over!

SHADES Kickle's evil twin has freezing breath too!



MAX This chicken punts Ice Cubes, which can be helpful if Kickle places them correctly.

SPARKY This bad tempered bomb can break the ice at any party—by blowing it up!

ITEMS AND OBJECTS

Kickle's goal in each stage is to grab the Dream Bags.

Picking up Ice Pops produces points.

Kickle creates Ice Pillars by pressing the A Button.

KICKLE'S TECHNIQUES

In order to solve the puzzle aspect of the game, you'll have to use objects in unique and creative ways.

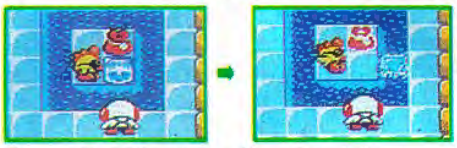
1 **Once Kickle has frozen an adversary, that enemy can be ignored for a time (varying depending on the foe), or temporarily destroyed by a kick.**

2 **The Ice Pillars Kickle creates can protect him from harm, trap enemies, or be used to manipulate Ice Cubes.**

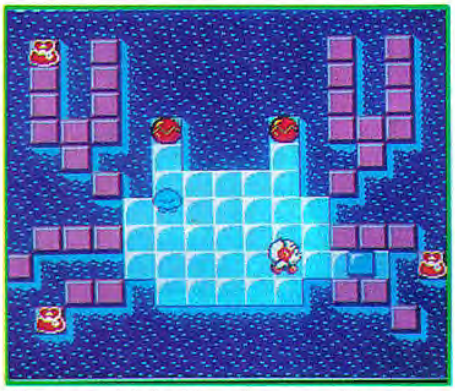
GARDEN LAND

Kickle's introduction to action takes place here. The easy puzzles give you a chance to learn.

Max will help you by pushing Ice Cubes. He loves to punt blocks but can't do anything with a Noggle!



Freeze the Noggle on the other island and Max will push it into the gap for you.



Plan to kick the frozen Noggles over open water so they will help you cross to the Dream Bags.

Freeze and kick the Noggles only when they will bridge a gap for you; otherwise this stage can take some time.

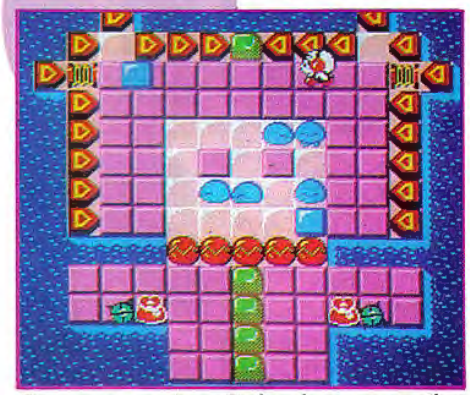
KOKE THE KILLER CHICKEN!

As Koke hops about the palace, he'll toss an ice cube at Kickle which splits into fragments when it hits the ground.

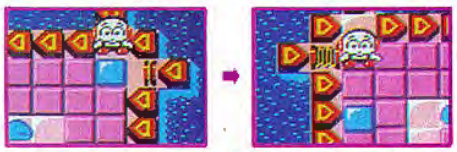
Kick the pieces of the ice cube so they hit Koke without getting hit yourself.

FRUIT LAND

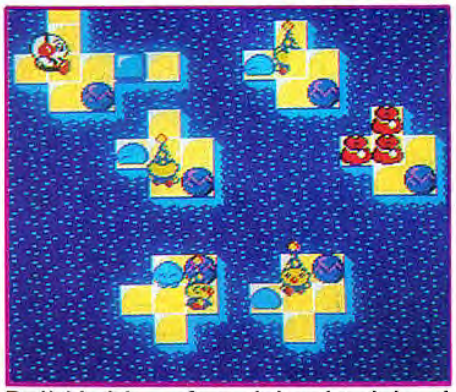
Fruit Land introduces some new obstacles and enemies for Kickle. Put a thinking cap over those ear muffs and get ready to kick some tail!



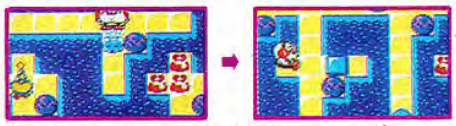
Bounce an Ice Cube between the two springs. Stand in the corner and kick it down.



Once the bridge to the lower area has been created, watch out for Spiny!



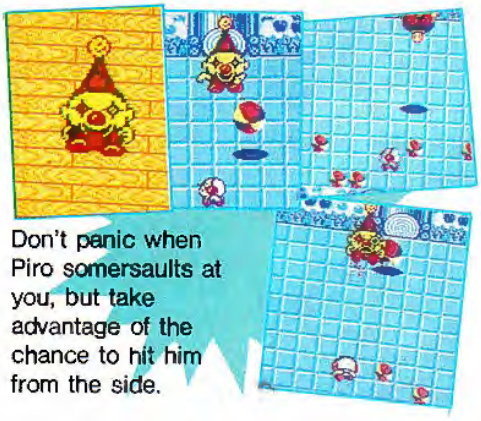
Build bridges from island to island using the never ending supply of Noggles from the Rocks.



Don't play ball with the Bonkers! If you eliminate them with an Ice Block, they won't come back.

PIRO THE CLOWN PRINCE OF FRUIT

Piro rolls beach balls at Kickle which break into smaller balls when they hit the wall. Use these balls to attack him.



Don't panic when Piro somersaults at you, but take advantage of the chance to hit him from the side.

3 To beat the Wizard King and his three buddies, use their own weapons against them.

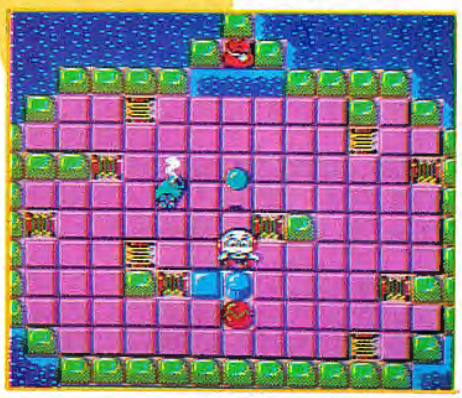
4 Kickle Cubicle differs from some puzzle games in that the action is fast and you won't have time to think about strategy. Press Start to pause for a breather.

5 Most enemies have behavior patterns that make their actions predictable. Learn them!

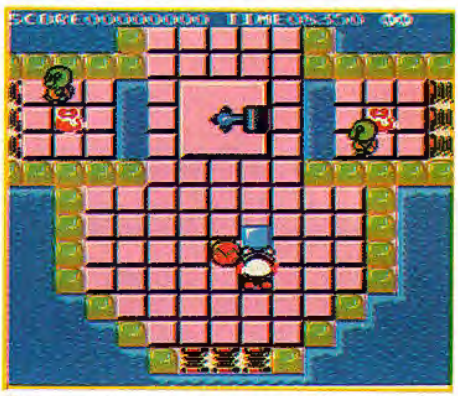
Spiny follows a course around the edge of a stage and is never far from a wall.

CAKE LAND

If you thought Garden Land and Fruit Land were a "piece of cake," wait 'til you get a load of this land. You'll have to use all your tricks here.



You'll have to use all the Springs to move the ice Cube to the top.



Freeze the Noggle and kick the Ice Block so it bounces between the two springs.

Freeze the Rolling Cannon to delay it while you are working with the Springs and Ice Cube.

Move the Hammer out of the way so the Ice Block can slide left.

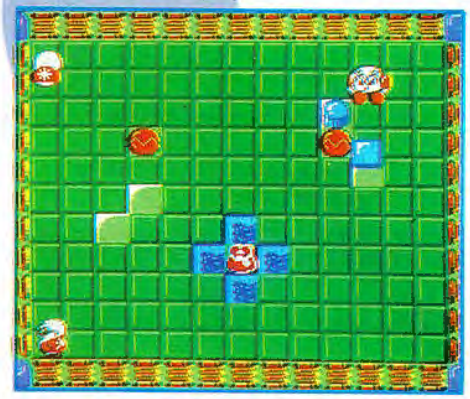
KAPAN THE TURTLE

Kapan is aggressive and difficult to hit. He'll attack by getting into his shell and whirling at Kickle in a diagonal trajectory.

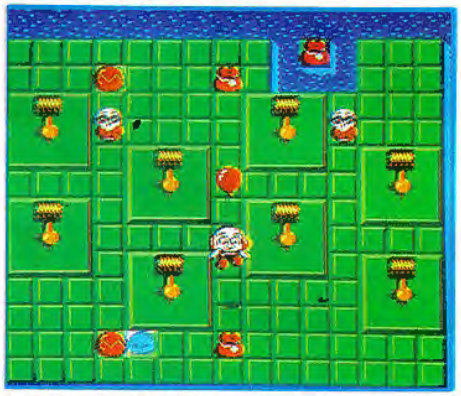
Be brave when Kapan whirls to the attack and hit him with a shell. If he's hit while whirling, he'll go back to his normal attack.

TOY LAND

The kid's gloves are off, and it's time to stop playing around! Kickle has reached the final hideout of the Wicked Wizard King!

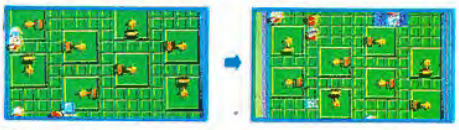


Once Ice Cube is bouncing between the Springs, use an Ice Pillar to send it to another set of Springs.



Look at all these Hammers! Set them up so they are positioned as in the photo below left.

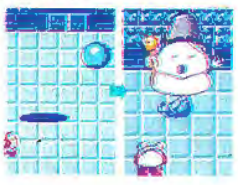
Watch out for the Shades in this stage. They can freeze you at awkward moments.



Once the Hammers are set up, freeze the Noggle and kick it so it slides upwards. Avoid the Shades, Kickle!

THE WICKED WIZARD KING

So here's the bucket head behind all this trouble in the Fantasy Kingdom . . . He may look silly, but he's serious—deadly serious! C'mon, Kickle!



When the Wizard's sphere is frozen it turns into a block. Let him have it with this giant projectile!

KICKLE'S QUEST CONTINUES!

After you defeat the King, you'll play some special stages. You're on your own from here!

COUNSELORS' CORNER!

CRYSTALIS — WHERE IS THE PENDANT OF LOVE?

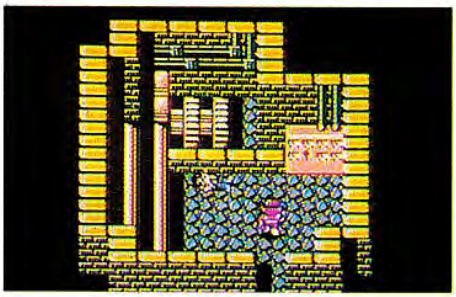
This valuable necklace will help you get information from Asina. You'll find it in a stream in the southeastern cave. Ride the dolphin up and down the length of the stream. Although you can't see the Pendant, eventually you will come across it by riding the dolphin over the place that it has been hidden.

Ride the dolphin to the southwest cave.

Search the stream in the cave and soon you'll find the Pendant.

CRYSTALIS — WHERE IS KENSU?

When you meet Kensu for the second time, he'll be in the Lighthouse on Joel Island. You can find a way into the Lighthouse by using the Glasses in the shed. Later, Kensu will be in the town of Swan. Kensu can alter his appearance. Try Paralysis on the patrons of the bar and the people at the dance and he will be revealed.

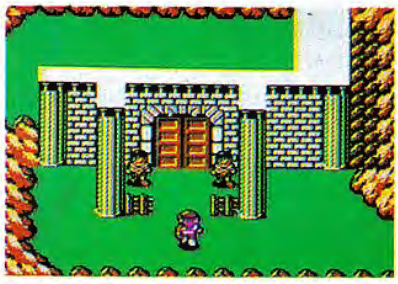


Kensu spends a lot of time asleep. Wake him with the Alarm Flute.

Use Paralysis in the bar and at the dance to reveal Kensu.

CRYSTALIS — HOW DO I PASS THE GUARDS BEYOND SWAN?

When you leave Swan going west, you'll come to a gate that is patrolled by two guards. The guards won't let you pass if you approach them in your normal form, but if you look like one of them they'll think that you're there to relieve them of their duties and they'll leave. Use your newly acquired Change magic to alter your appearance to that of the second character from the left on the Change Spell display.



The guards are trained to block strangers from entering.

Disguise yourself as a guard and go right on through.

SNAKE'S REVENGE

HOW DO I AVOID ENEMIES OUTSIDE THE BASE?

Your mission to infiltrate the base and seek out the new Metal Gear weapon will be much easier if you can avoid enemy contact outside the base. To make sure that the enemies don't know that you're there, step around the spotlights and hide in dark areas. The spotlights move in simple patterns. When you get to an area with spotlights, stand in a dark corner, watch the pattern of the lights and make your move.

Get out of the way of the spotlights.

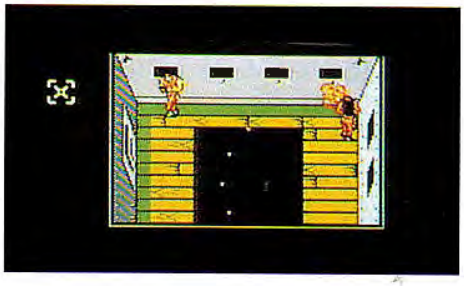
In the dark, enemies won't know that you are near.

SNAKE'S REVENGE

HOW DO I DEFEAT THE ENEMY IN THE TRAIN?

There's an imposter inside the top door in the third car of the Train. He looks like John Turner but that's only a disguise. This imposter will throw Claymore Mines. Stay in the upper left area, moving right and left to avoid the Mines. Then throw Grenades as accurately as you can in the direction of the enemy. It will take about 18 Grenades to defeat this guy. If you run out of Grenades, try Remote Missiles. After you take care of this enemy, your rank will increase.

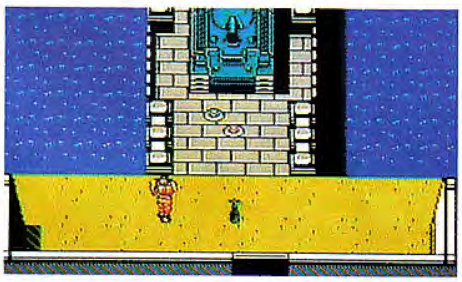
Stay in the upper left and toss Grenades.



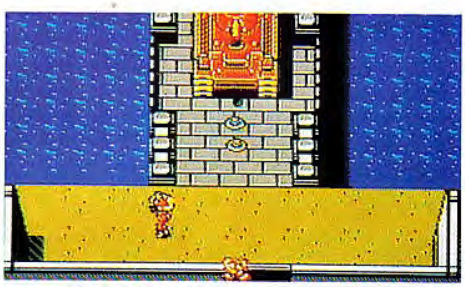
SNAKE'S REVENGE

HOW DO I DEFEAT THE BATTLE TANK?

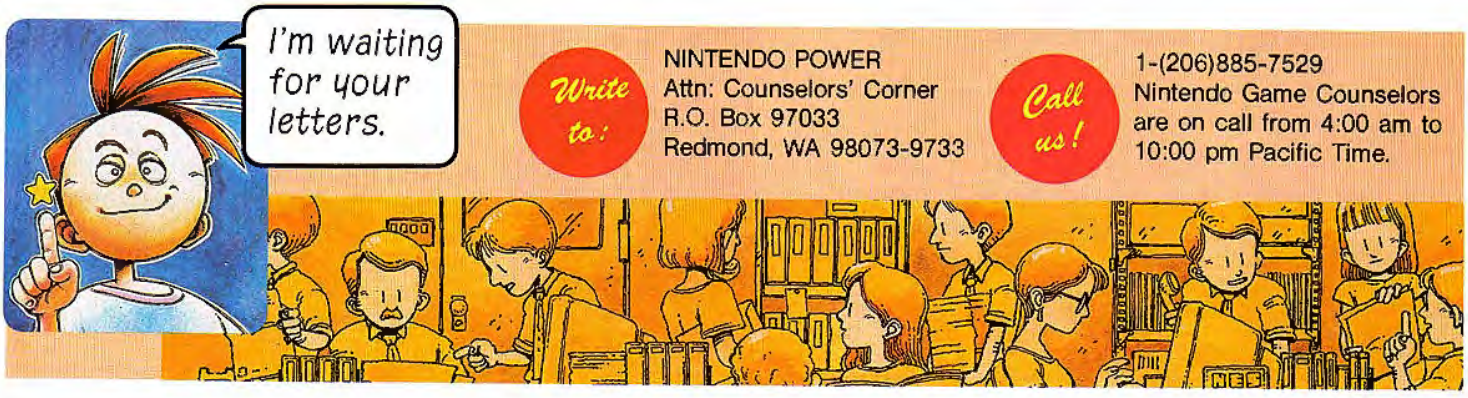
The huge Tank on the bridge at the end of the second compound is built to last. The only way to destroy it is to hit it with 18 Land Mines. When the Tank moves away from the bridge, plant three Mines and run. The Tank will hit the Mines and retreat. Repeat this method until the Tank is history.



Plant 3 Land Mines on the bridge and run.



Repeat this method 6 times and you will destroy the tank.



SHADOWGATE

WHAT IS THE ANSWER TO THE SPHINX'S PUZZLE?

The Sphinx will let you pass him and enter the Observatory only if you provide him with a correct answer to his riddle. There isn't just one pat answer to his riddle, as the question does vary. The answer that you must give is always in the form of an item that you may have. If you have the item that the Sphinx is referring to, use that item on the Sphinx. If you don't have that item you will have to retrace your steps and look for something that follows the Sphinx's description.

The Sphinx is referring to an item that you are carrying.

Use the item on the Sphinx and he will let you pass.

SHADOWGATE

WHAT DO I DO AT THE SKULL DOOR?

Deep inside the Castle you'll come across a large stone Skull. This is the door to the Wizard's Cavern. Scroll One should help you here. It says, "Five defined, three are one. One gives access to the Bladed Sun." This means that there are five items you will need in this general area and three of the items will be used to make one weapon. "The Bladed Sun" refers to a design over one of the three Talisman-shaped holes in the Skull. Use the Talisman in this hole (the one farthest to the left) and then play the Platinum Horn. The door will open and you will enter the Wizard's Cavern. The three remaining items that you will need are the Silver Orb, the Golden Blade and the Staff of Ages. You must use these items on each other to defeat the Behemoth in the Wizard's Cavern. Try different combinations in using the items on each other and use the combined weapon on the Behemoth. This is very close to the end of the game, so we'll let you make the final decision on your own. Good luck!

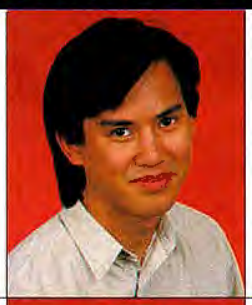
Use the Talisman on the hole to the left and play the Platinum Horn.

The Orb, Blade and Staff must be used together to defeat the Behemoth.

GAME PLAY COUNSELOR PROFILES

Name: Mike Frazier

Became GPC: May, 1989
Hobbies: Medical Research
Highest Game Score: Finished Kid Kool in 1 hour 48 minutes
Favorite NES Game: A tie between Metroid and SMB 3



Name: Hans Lo

Became GPC: June, 1988
Hobbies: Skiing, Drawing, Boating, Travelling, Bungi-Cord Jumping
Highest Game Score: Finished Ninja Gaiden without looking at the screen
Favorite NES Game: Ninja Gaiden II

Name: Jeff Waite

Became GPC: January, 1990
Hobbies: Bowling, Computers, Writing
Highest Game Score: Ninja Gaiden 999,990
Favorite NES Game: Blaster Master

Name: Ed Ridgeway

Became GPC: October, 1989
Hobbies: Basketball, Anything Competetive
Highest Game Score: Finished Castlequest
Favorite NES Game: Tecmo Bowl

A BOY AND HIS BLOB

HOW DO I FREE THE BLOB FROM THE CAGE?

The evil King of Blobolonia has captured your friend, the Blob, and put him in a Cage. You can't reach the cage, but a well thrown Jelly Bean can. An Apple Jelly Bean turns the Blob into a Jack. This is what you'll need in order to break the Blob out of the Cage. You'll need a running start to throw the Bean far enough and you've only got a short distance to run. To get up enough speed, start as far to the right as you can, run to the left, turn and then run to the right. You should start throwing just before you turn. This will give you enough time to get into full swing before you get to the point where you must let go of the Bean. Once you toss the Bean far enough to reach the Blob, you can just sit back and watch the escape.

Start throwing the Bean while the Boy is still facing left. Then turn and toss the Bean right into the Cage.

BASEBALL STARS

HOW DO I BUILD A WINNING TEAM?

The only way to build up your team's strengths in this realistic baseball exercise is to win high attendance games in league play. Then, you'll earn enough money to afford top-notch players. A lot of spectators show up if you play teams that have high prestige and no team is more prestigious than the Lovely Ladies. The only trick is to beat them so you can earn the game's purse. In order to guarantee that you'll win every time, create a league that consists of only your team and the Lovely Ladies. Then choose a two-player game and strike out the unmanned Lovely Ladies. When it's your turn at the plate, make the Lovely Ladies throw all balls and walk in runs. The game will be called when you lead 10-0 and you'll earn thousands of dollars to spend on high priced players.

Make up a two team league with your team and the Lovely Ladies.

Choose a two-player game and win quickly.

You'll earn a lot of money when you beat high prestige teams.

WRATH OF BLACK MANTA

HOW DO I DEFEAT THE LEADER OF DRAT HEADQUARTERS?

A DRAT informant tells you that you must use four of the Ninpo Arts from the four groups of arts to defeat El Toro at the end of Stage Five. They are the Arts of Fire Bomb, Fire Ring, Spider and Missiles. Use them in that order with an extra shot of the Fire Bomb between the Spider and Missiles.

The Fire Bomb fits into the final equation twice.

Use the four arts to put an end to El Toro.

MISSION: IMPOSSIBLE™

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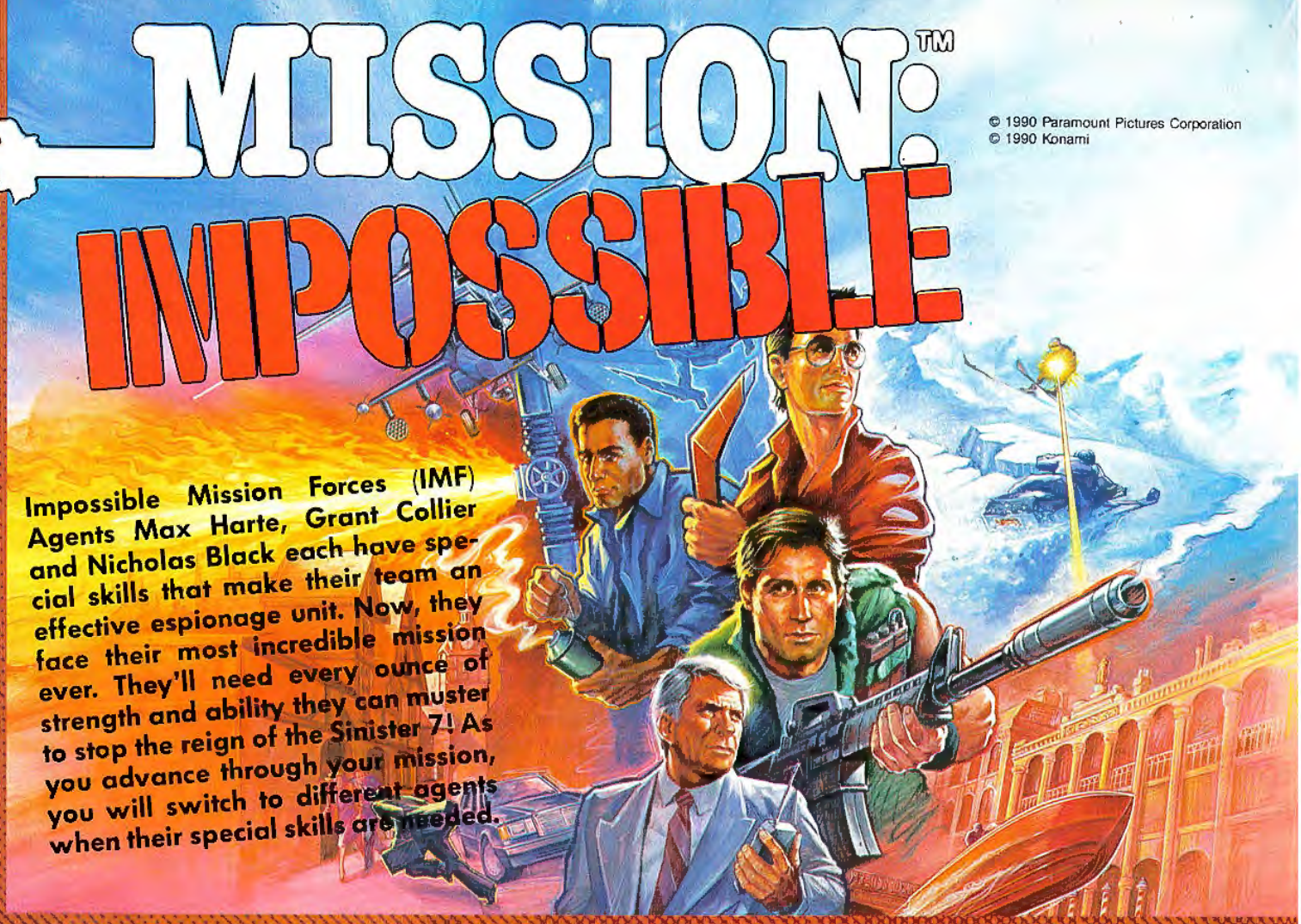


Impossible Mission Forces (IMF) Agents Max Harte, Grant Collier and Nicholas Black each have special skills that make their team an effective espionage unit. Now, they face their most incredible mission ever. They'll need every ounce of strength and ability they can muster to stop the reign of the Sinister 7! As you advance through your mission, you will switch to different agents when their special skills are needed.

1.2 THE SEWAGE TREATMENT PLANT

Dangers are doubled in the murky depths of the Sewage Treatment Plant. Not only are there Sinister 7 goons around every corner, but there are also canals of toxic fluid that cause damage at even the lightest touch. Watch out!

Locked Door

Only the master of electronics, Grant, can crack the combination locks. Listening closely, he can tell when each tumbler opens. This door leads to the street.

Neo Knight

The Neo Knight charges as soon as he sees you. Use Bombs and don't let him dump you in the sewage!

Iron Curtains These doors only open if you enter from the orange side.

Hit the Floor Switch

Flip this Switch so you can cross the moving floor to 1.3

THE MISSION BEGINS!

The brilliant scientist, Dr. O, and IMF Agent Shannon Reed have been captured by the infamous Sinister 7 organization. It's up to the IMF team to save Dr. O from this group of ruthless rebels before they can extract secrets of national security from him that could send the super powers into World War III!

No-nonsense weapons expert, Max Harte, can stop a tank with his Automatic Rifle and Remote Control Bombs! He means business!

Grant Collier is an electronics whiz and also the fastest and strongest IMF Agent. All he needs are his bare fists and cunning wits!

Slipping by enemy forces is a specialty of the master of disguise, Nicholas Black. He gains their confidence and surprises them with a boomerang attack!

1.1 THE BACK STREETS OF MOSCOW

IMF Agent Shannon Reed, posing as Dr. O's assistant, has tipped off the IMF team through coded messages that Dr. O and she are being held in a secret base under the city. The team will have to search the streets for an underground entrance and fight their way to the base.

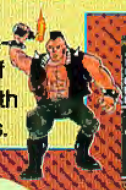
KNOW YOUR ENEMIES

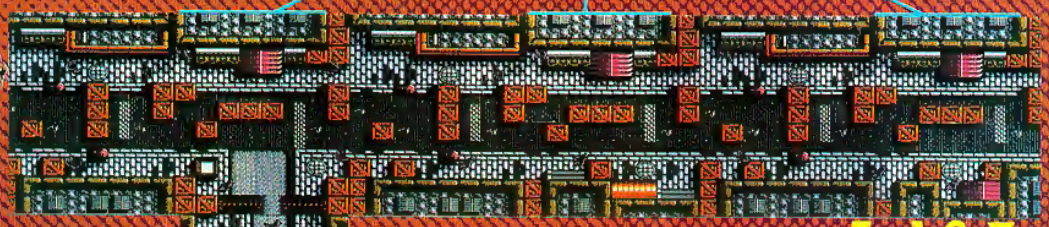
There are both bystanders and Sinister 7 Agents in the streets. Don't fire unless the enemies make themselves known to you or your mission will end immediately.

Switch A moving wall in the underground will knock you into green ooze unless you turn off the power with this Switch. Planning ahead is your best safeguard!

Fido T. Flamethrower's Molotov Cocktails are deadly! Use a disguise to catch him off guard, or stun him with Grant's Sleeping Gas.

Fido T. Flamethrower





There's a Life Saver on the other side of the Locked Door. You may need it later. Leave it there for now.

If you found the floor Switch, you'll have access to the next section.

SOME ESSENTIALS

Life Savers restore your life gauge to full energy. Give them to the weakest Agent.

Secret Attache Cases will replenish your supply of special weapons.

The Pass Informant will tell you where to find Personal Identification Cards. Use them to pass checkpoints.

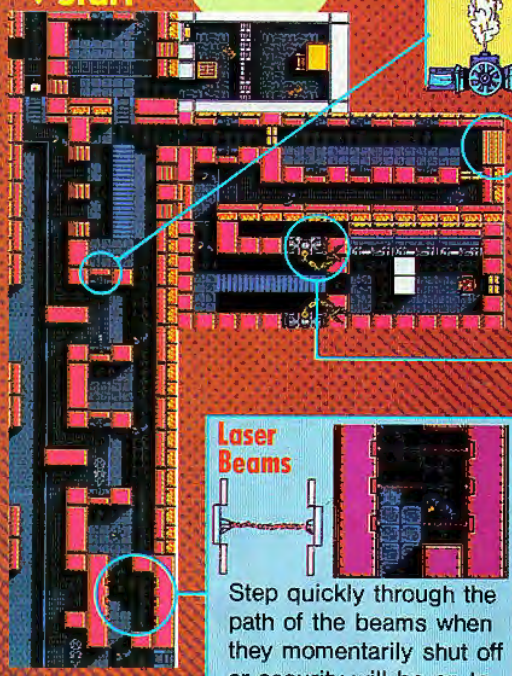
The Iron Claw

Iron Claws come out in force if you trip security. They're tough!

1.3 THE STEAM PLANT

Things are really heating up now! There are two very important hidden Switches that will trigger traps unless you turn them off and a third that controls power to the plant. You'll find Dr. O down here but, beware, the Sinister 7 are very tricky. They won't let you free him so easily.

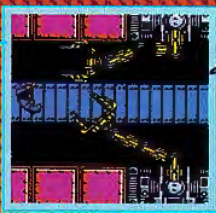
Eye Spy
If you cross the path of the cameras, the security system will call out the Iron Claws. Be careful!



Pressure Cooker
The Steam from these valves stings! Avoid their bursts!

Water Dump
Unless you turn off the Flood Switch, your hopes of success will sink right here.

➡ ON TO VENICE



Robot Warrior
There's no getting by the grip of the Robot Warriors unless the switch has been turned off.

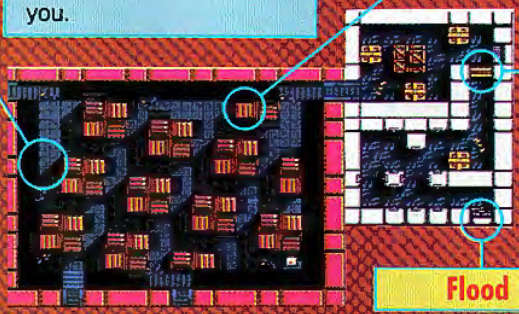
Laser Beams

Step quickly through the path of the beams when they momentarily shut off or security will be on to you.

A Blast of Hot Air
These vents could blow you off the edge! Watch your step!

Abyss

FIRE FROM BELOW!
Look out! Enemies with flamethrowers lurk below the grates! Stay out of their way!



Checkpoint
Unless you have a pass there will be no getting by here.

Flood Switch

Electric Grid
Beware! High Voltage! Turn off the power!

Electric Grid Switch

Robot Warrior Switch

Lookout Robot
You'll have to be quick and evasive to elude the electric eyes of these mechanoids.

2. VENICE

You've followed the Sinister 7 to the canals of Venice. Race them to Syrinx Temple!

Willie the Water Demon
The Water Demons come out in force. Avoid these jet-ski jockeys and move on.

ON TO THE TEMPLE!

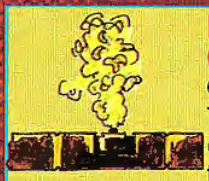
Dead End

Pass Informant

Pitfall

Pass or Enemy?

Conveyor Belt Fuse Box



Poisonous Gas Chamber
Get to the exit quickly! The incredible fumes of this mad gas are too much to take!

Helicopter
Steer away from the shower of bombs released by this awesome armored 'copter.

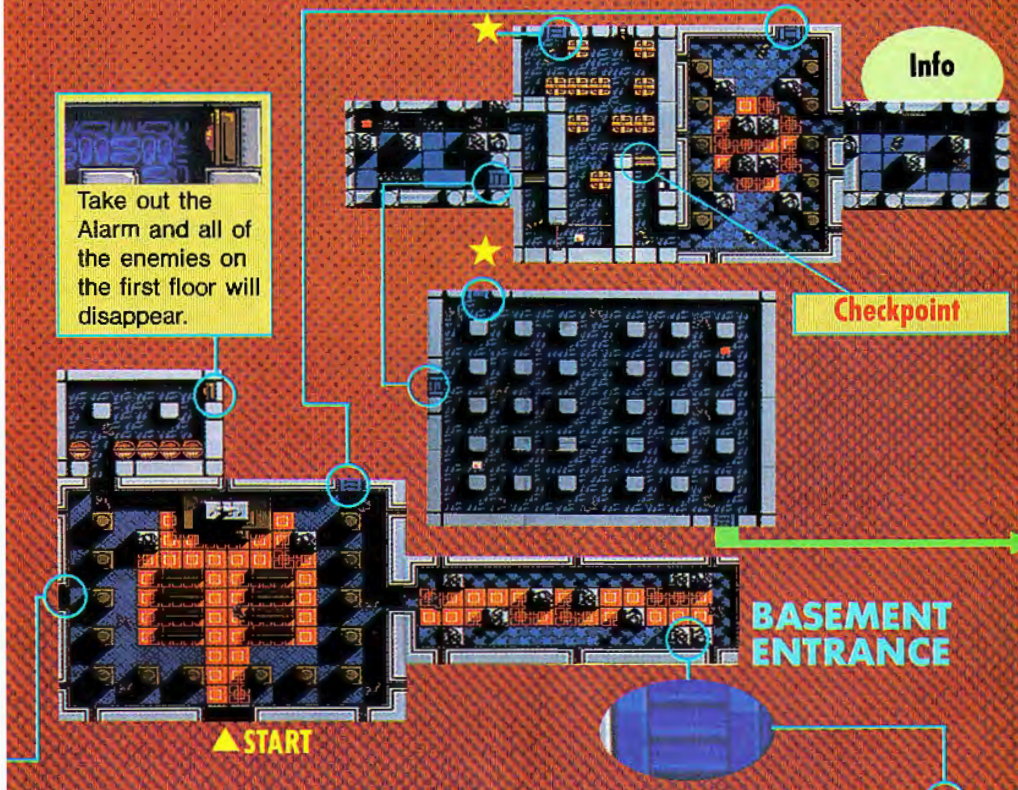
Jump
Hit the ramps to go airborne but watch your landing! You'll have less controll out of the water.

Guide the Gondola Gangstar

Guido the Gondola Gangster is slippery. Get around him and keep moving towards the Temple.

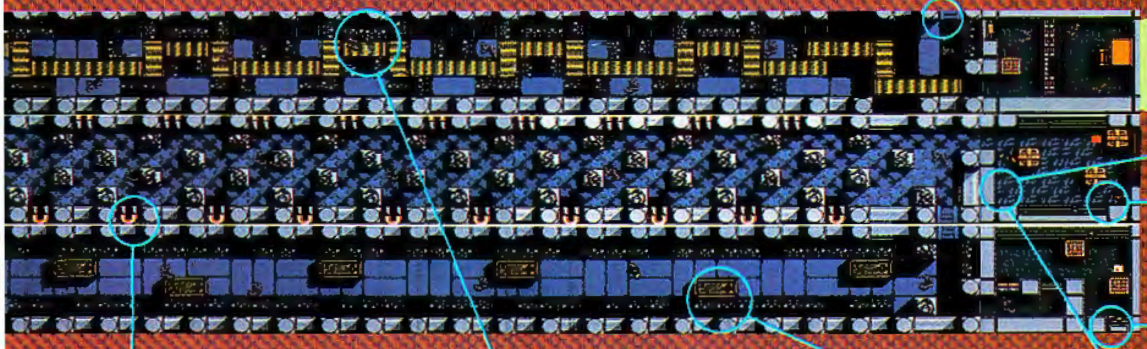
3. THE SYRINX TEMPLE

The Sinister 7 have moved Dr. O to this old Venetian landmark. They've set plenty of traps for the IMF team. Robots, Lasers, Conveyor Belts and Pits of Poisonous Gas are only a few of the dangers that you'll encounter in your search for Dr. O here. Start by destroying a statue to reveal the basement entrance and then move on to the upper floors once you have the Pass!



TOP FLOOR CLASH

A mysterious ninja magician waits on the Temple's top floor. He has the power to transport and create three unbeatable copies of himself.



Let your enemies come between you and the powerful Magnets.

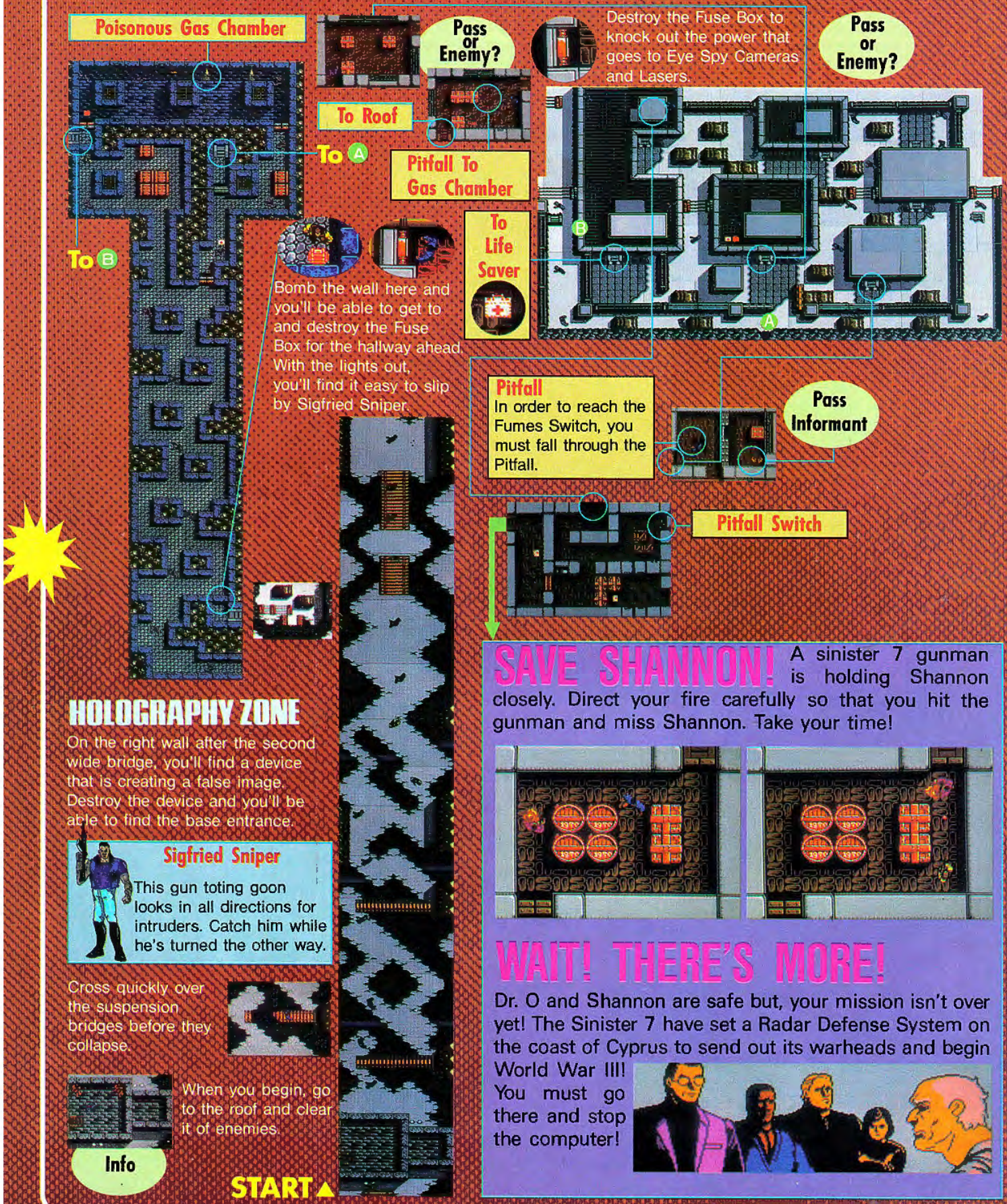
Pass by the standing robots quickly to avoid their sharp attack.

Use Bombs to take out charging Robots or stun them with Sleeping Gas.

Fall through the pit and turn off the Pitfall Switch one floor down.

4. SWITZERLAND

Shannon's coded messages have led the IMF team to a camp built on remote cliffs in Switzerland. Don't look down! Keep fighting and watch your footing in the deep snow.


Poisonous Gas Chamber
Pass or Enemy?
To Roof
To A
Pitfall To Gas Chamber
To B
Destroy the Fuse Box to knock out the power that goes to Eye Spy Cameras and Lasers.
Pass or Enemy?
To Life Saver
Bomb the wall here and you'll be able to get to and destroy the Fuse Box for the hallway ahead. With the lights out, you'll find it easy to slip by Sigfried Sniper.
Pitfall
In order to reach the Fumes Switch, you must fall through the Pitfall.
Pass Informant
Pitfall Switch
HOLOGRAPHY ZONE
On the right wall after the second wide bridge, you'll find a device that is creating a false image. Destroy the device and you'll be able to find the base entrance.
Sigfried Sniper
This gun toting goon looks in all directions for intruders. Catch him while he's turned the other way.
Cross quickly over the suspension bridges before they collapse.
When you begin, go to the roof and clear it of enemies.
Info
START

SAVE SHANNON!

A sinister 7 gunman is holding Shannon closely. Direct your fire carefully so that you hit the gunman and miss Shannon. Take your time!

WAIT! THERE'S MORE!

Dr. O and Shannon are safe but, your mission isn't over yet! The Sinister 7 have set a Radar Defense System on the coast of Cyprus to send out its warheads and begin World War III! You must go there and stop the computer!

MISSION: IMPOSSIBLE™

HAZARDS ON THE SLOPE

Don't get caught up in the Barbed Wire or your slalom to the bottom will end.

Swing your poles left and right to knock out enemy skiers and clear the way to the bottom.

6.1 THE COAST OF CYPRU

Enemies are out in force in the huge Cyprus base! It's

5. THE SWISS ALPS

Time is tight! You've got to make tracks to the coast of Cyprus and stop the Radar Defense System from causing an international incident. The fastest way to get down to sea level is by skiing! Make your way down the slopes and then hitch a submarine ride to Cyprus.

S

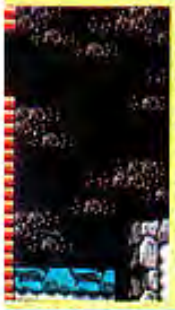
Pit
Pour on the speed. If you hesitate, you'll be overtaken by natural disasters.

Jump
You can jump over crevices but you'll have to watch where you land.

Helicopter
The helicopter is back and more powerful than ever! Dodge!

Stump
These aren't professionally groomed slopes. Watch out or you'll run into a stump.

Snowmobilers
Snowmobilers come at you up the slopes without warning. Learn their patterns.



Bridge
Don't trust the bridges! They'll collapse under you unless you ski over in a hurry.

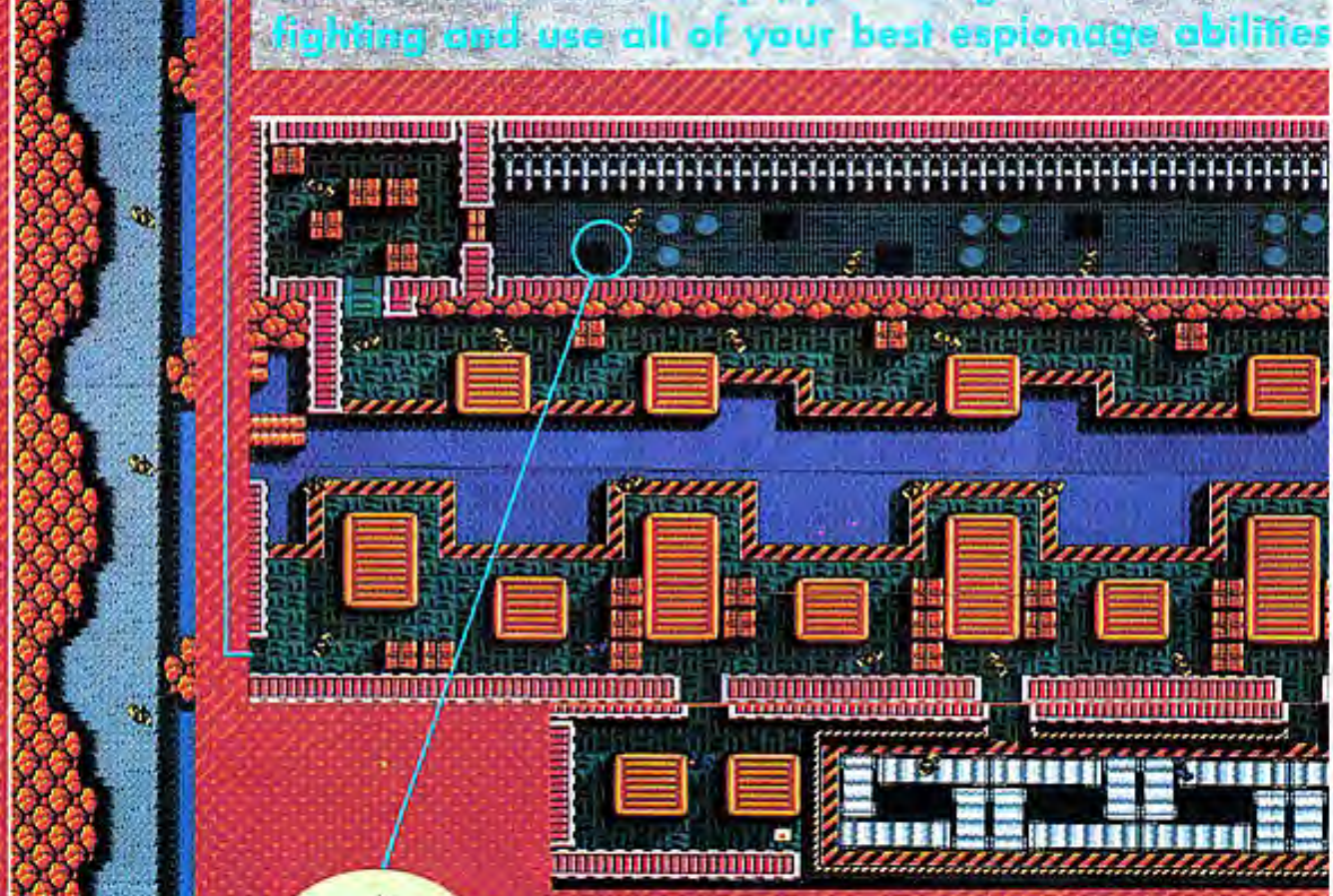
Blitz Blizzardski

JS

going to be a long and hard fought

Conveyor Belt Switch
Hit this to make your

fighting and use all of your best espionage abilities



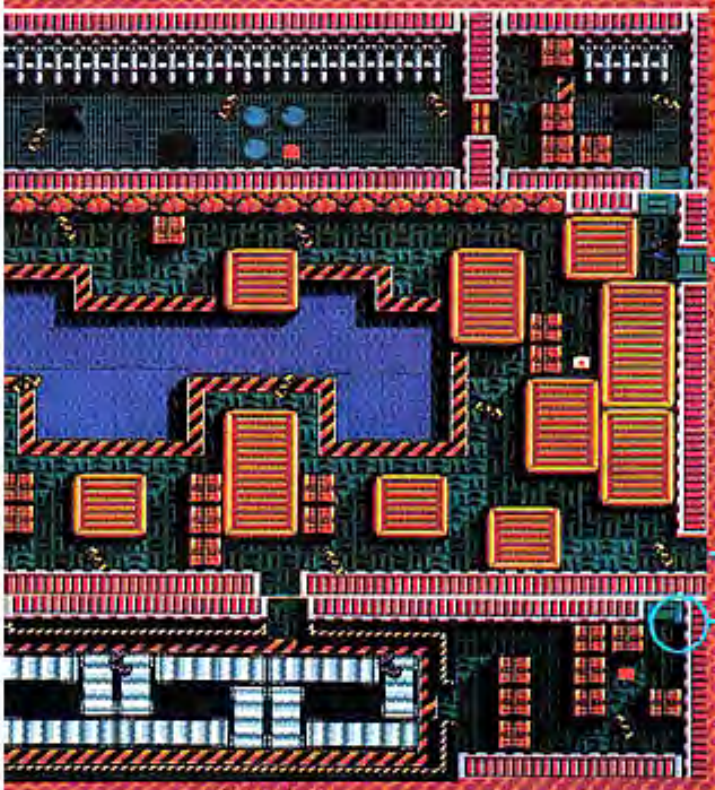
6.2 CLOSER

This section of the base is made up of four long ha
ways. Run straight through the middle of the first ha
way at full speed and you'll get by the blasts of ste
and flames unscathed. In the second hallway, yo
be forced to move quickly through a massive attack
big tough guys. Use your special weapons to
away with them. There's an Illusion Device at the e
of the third hallway and a Pass in the fourth.

to take on this challenging task!

easier.

TO ★



Get To The Door!

Use Nicholas' disguise to avoid these enemies or work around and get them from behind.

Wait for the flames to stop and run!

Move Wall Switch

With his great speed, Grant can run all of the way down to the exit without being caught by Iron Claw and re-enter to turn off the Switch. After moving this Switch, go get the Pass.

HOLOGRAPHY ZONE

BACK TO Ⓑ

TO 6.3

Illusion Device

Destroy the Illusion Device to enter the Holography Zone.

6.3 CLOSER STILL

This base is designed to keep anyone from getting close to the computer at crucial times. You'll find traps at every turn and dangers galore! There won't be time to fight the enemies in the first hallway, because the floor will be crumbling under your feet! Move it!

A MEETING OF THE MINDS

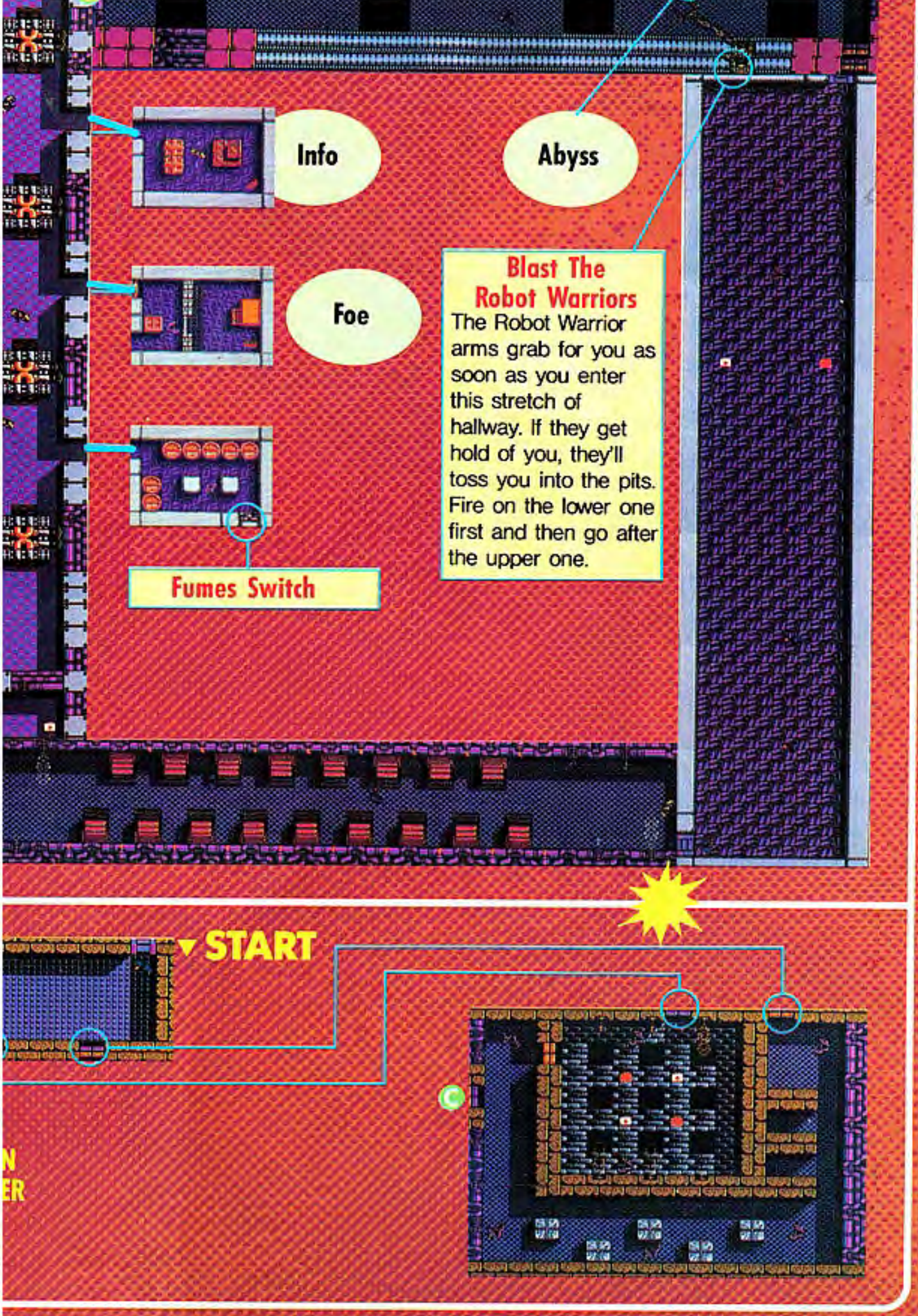
To demonstrate the futility of a nuclear conflict between the super powers, you must play a game similar to Tic-Tac-Toe with the computer. This way it will learn that there are no winners and stop before it's too late! If you can play the game until there is a stalemate, the computer will drop it's defenses and you will have saved the world from destruction!

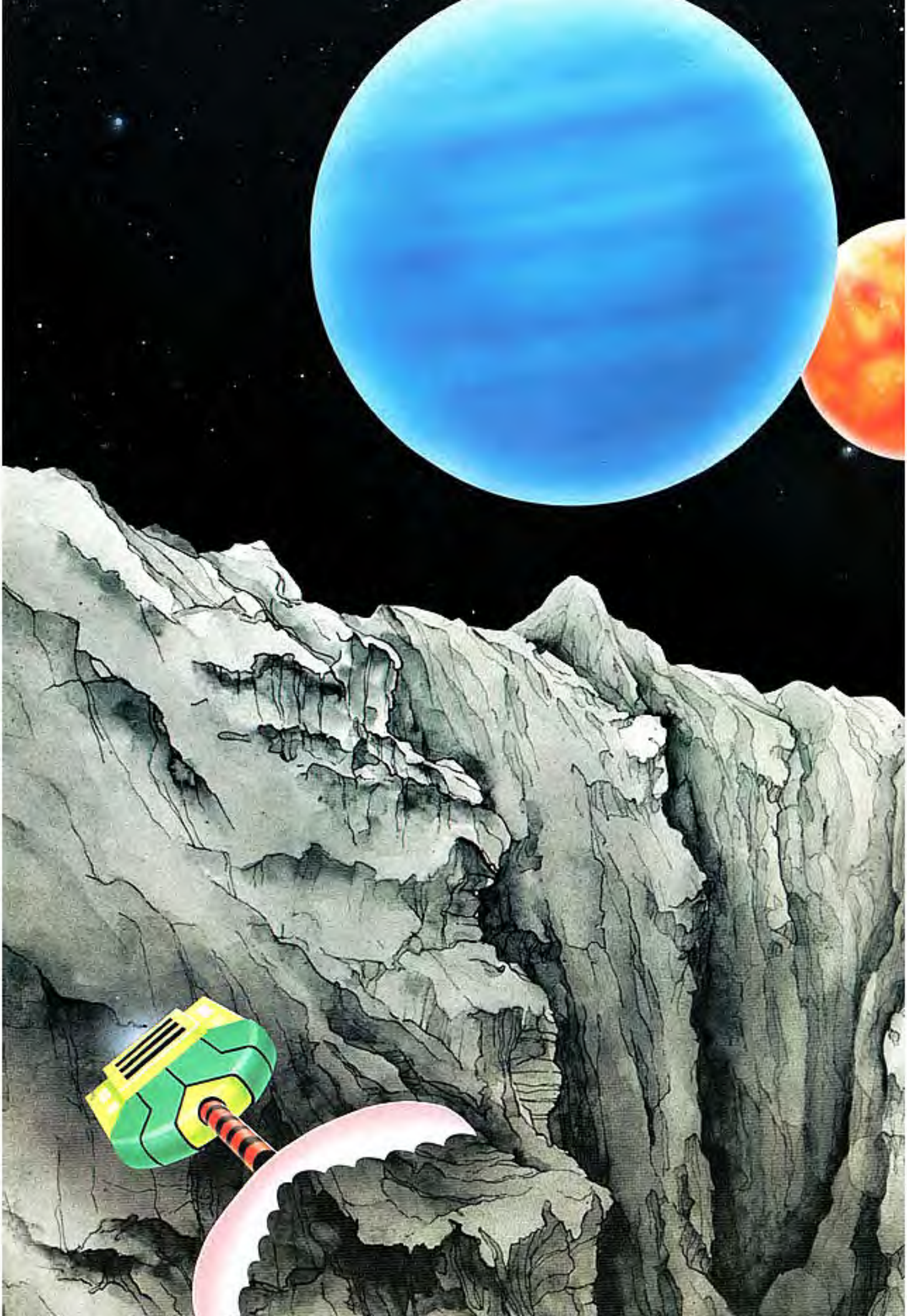
BACK TO A

BEWARE OF THE BREAKAWAY FLOOR!

TO THE FINAL SHOWDOWN WITH THE SINISTER 7 SUPER COMPUTER!

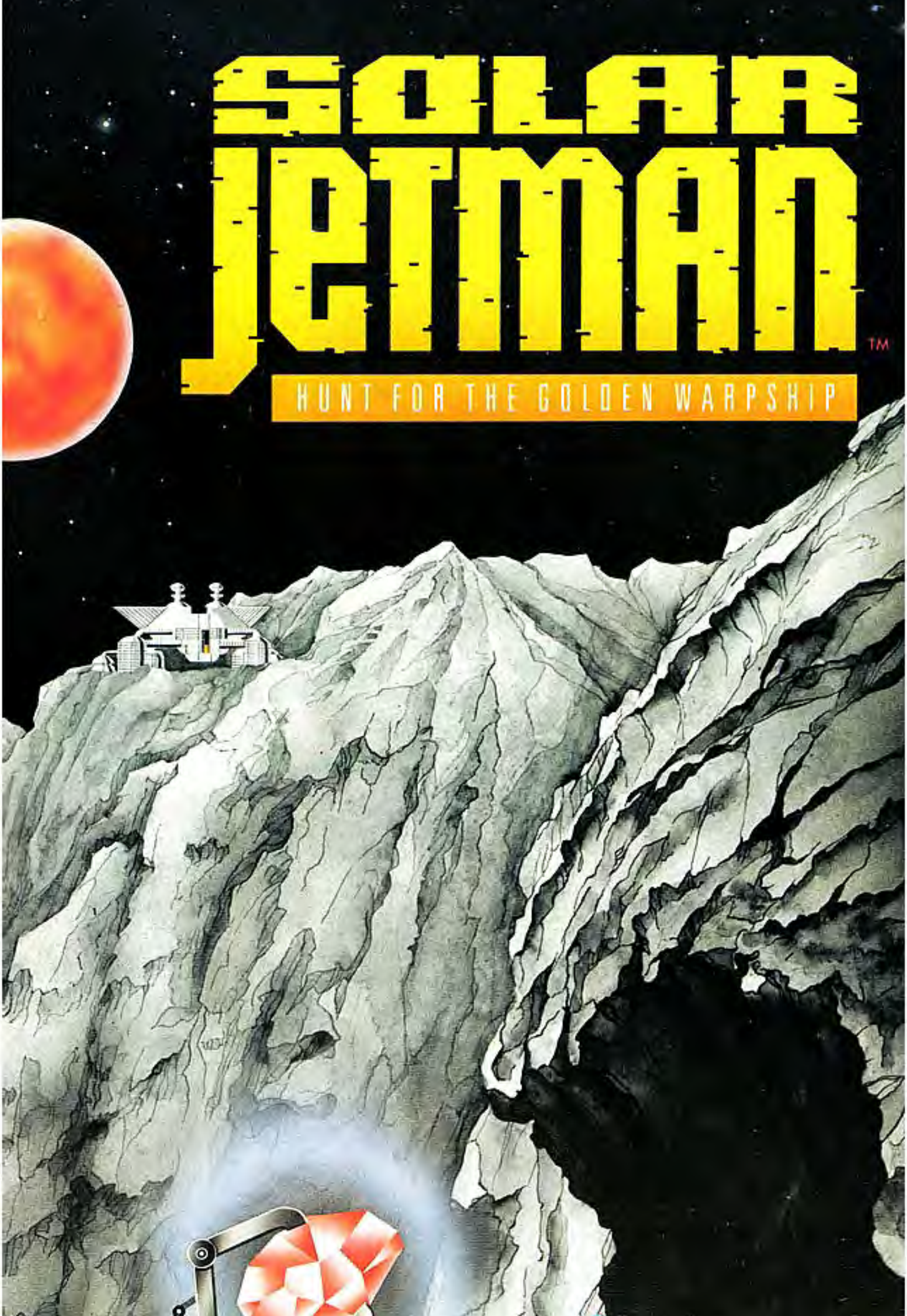
TO C


Info
Abyss
Foe
Blast The Robot Warriors
The Robot Warrior arms grab for you as soon as you enter this stretch of hallway. If they get hold of you, they'll toss you into the pits. Fire on the lower one first and then go after the upper one.
Fumes Switch
START
C



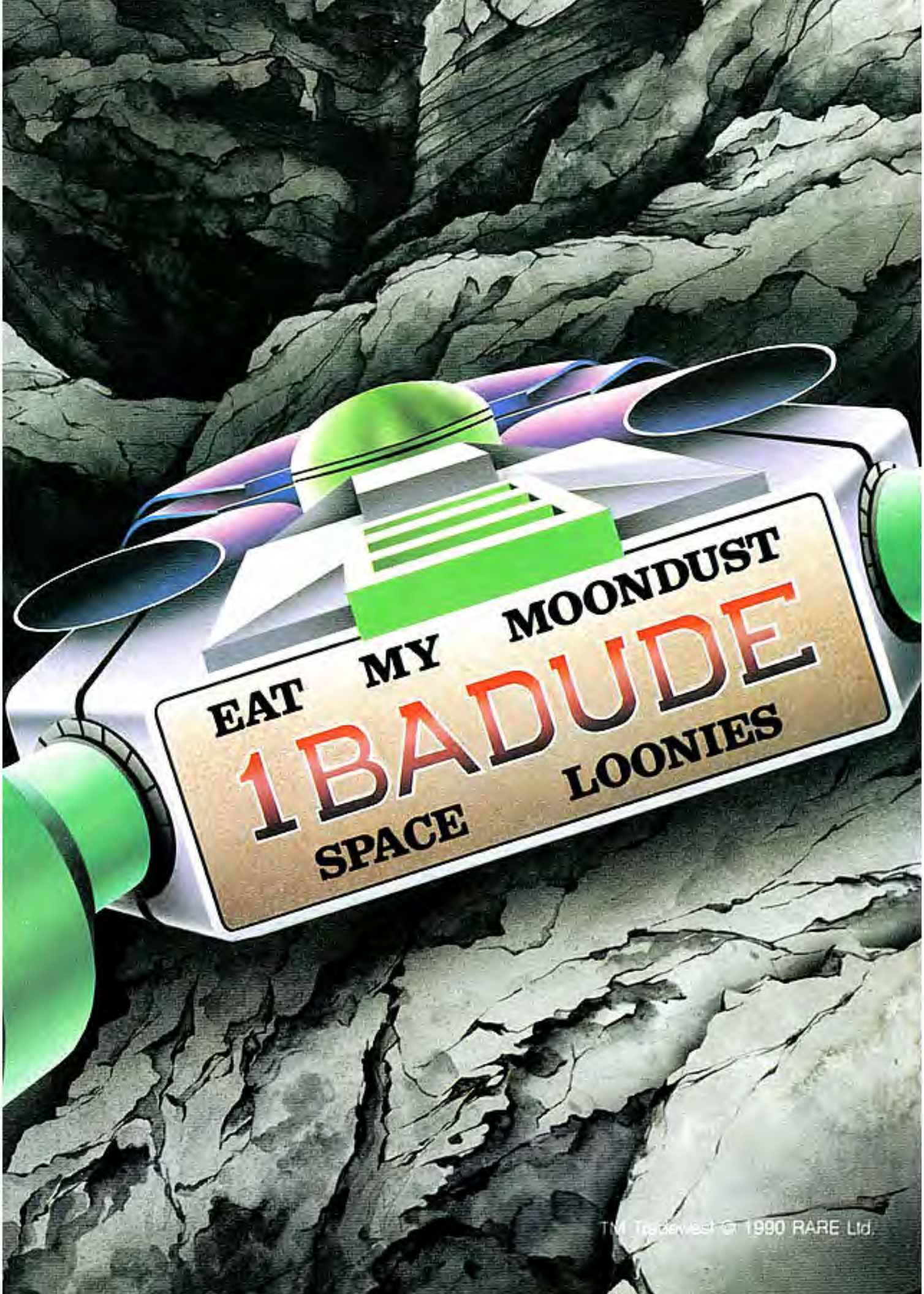
SOLAR JETMAN™

HUNT FOR THE GOLDEN WARPSHIP



SLRJTM

NINTENDO POWER ™



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SPECIAL FEATURE

GAME BOY™

TEENAGE MUTANT NINJA TURTLES
FALL OF THE FOOT CLAN

COSMO TANK

QUARTH

SKATE OR DIE
BAD'N RAD

CATRAP

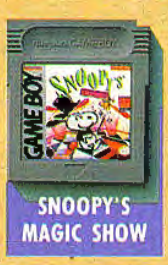
HEAVYWEIGHT
CHAMPIONSHIP
BOXING

BALLOON KID

POPEYE

SERPENT

DEAD HEAT
SCRAMBLE



SNOOPY'S
MAGIC SHOW

MR. CHIN'S
GOURMET PARADISE

GODZILLA

TEENAGE MUTANT NINJA TURTLES®

FALL OF THE FOOT CLAN™

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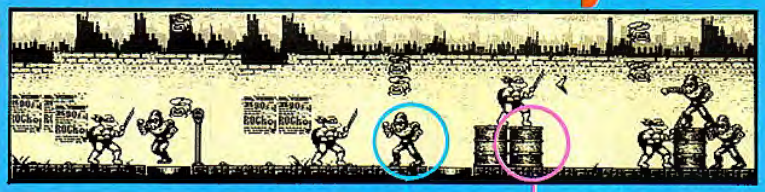
STAGE ONE: TRAFFIC JAM



The fight begins on the streets and moves into the Turtles' home turf; the sewers. Choose your Turtle wisely. You'll have to fight with him through the entire stage. There's a ton of Robots, Mousers, Brawling Bikers and Foot Soldiers to take care of, so start fighting!

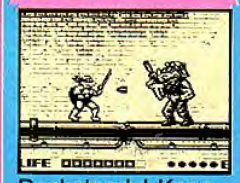
FOOT SOLDIERS

They throw punches and deadly weapons.

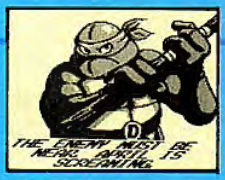
BONUS ROUNDS

There are three hidden bonus rounds where you can restore your life. To find them, destroy obstacles and probe walls.

Rocksteady charges quickly, don't turn your back!

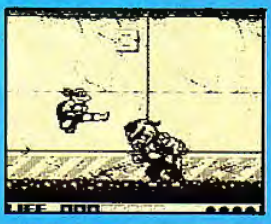


Rocksteady! Keep your distance and bat away his shots.

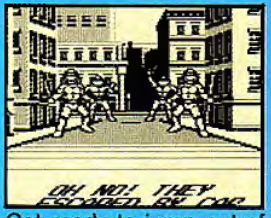


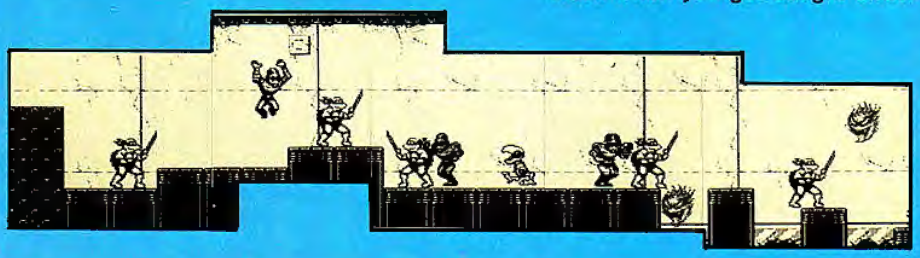
STAGE TWO: THE SEWERS

Action under the streets is really heating up now. Crushing Pylons, Shell Shockers and Foot Soldiers aplenty are only a few of the dangers you'll come across.



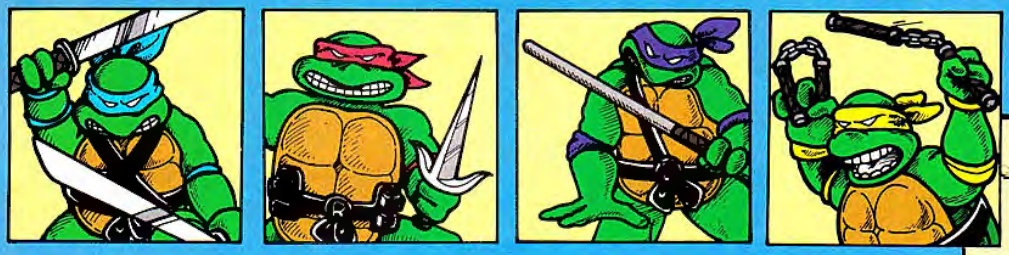
Duck when you get caught under a Pylon. ▲



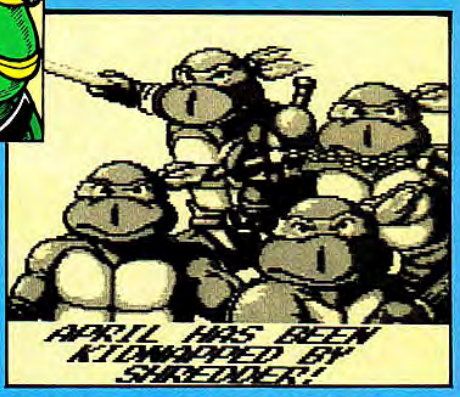


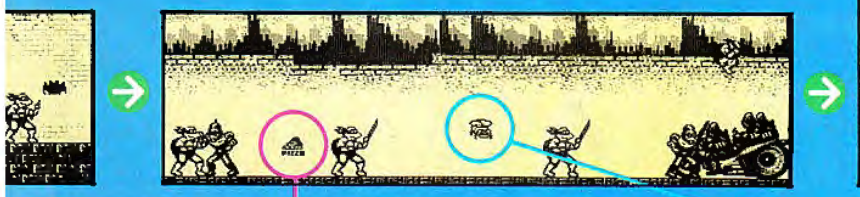
Burning coals below, flaming balls of fire above! Demonstrate your Ninja agility.

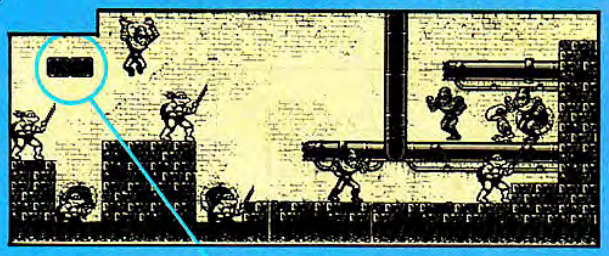
Get ready to jump out of the way when Bebop appears. Knock off his beams and counter-attack.



Shredder never gives up. The Teenage Mutant Ninja Turtles, that furious foursome of rocking reptiles, has defeated him on the NES, in the arcades, comic books, TV and movies. Now, he's got April and he's coming back for another fight in the Turtles' first Game Boy adventure. Thrill through five stages of Foot Clan crunching madness as Raph, Don, Mike and Leo take on Shredder and then, Krang. The graphics and play control are outstanding!

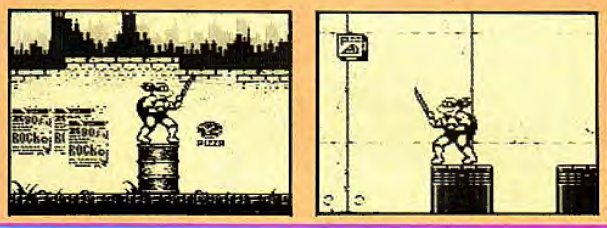






PIZZA

Pizza is good food! Eat an extra large with double cheese, a slice, or the first ever edible pizza box and gain some life units back.



TUBULAR TRANSPORT

Vast in numbers, but slow to attack

DANGER ABOVE!

Stay in one place too long and the ceiling might drop. Keep moving!

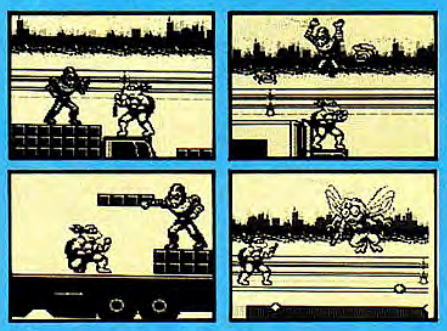
Into the River and on to Shredder and the Mighty Krang!

STAGE FOUR: WASTE DUMP RAVINE

The fight continues under the surface. Shredder is tricky. With Ninja magic, he has the power to disappear and catch you by surprise.

STAGE THREE: QUEENS NEW YORK

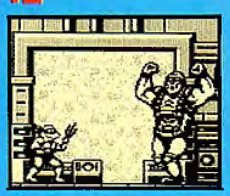
Looks like we've got us a convoy. Hop on the train of trucks and continue your search for Shredder high above the moving pavement. Foot Soldiers are armed with bricks. Deflect their tosses and keep moving.



STAGE FIVE: THE TECHNODROME

Krang's hideout is littered with hi-tech traps and deadly lasers. Move quickly or you'll get fried.

Krang's waiting! Good luck!



Baxter Stockman has been waiting for you. Fight off his shower of balls and jump when he dives for you.

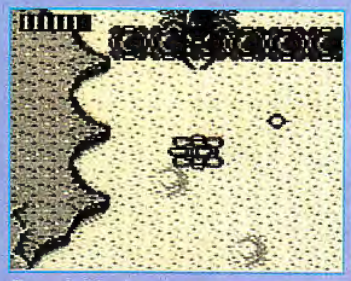
CosmoTank™

TM & © 1990 ATLUS Ltd., Asuka Technologies, Inc. Licensed by Nintendo

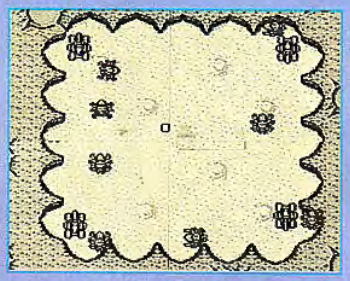
You are commander of the Tiger CX-1 CosmoTank. Your mission: Rid five planets of the forces of the Master Insect. Your fight will take you through caverns, cratered planetscapes and the void of space. It's science fiction adventure at its finest for Game Boy from Asuka Technologies, Inc.

THREE MISSION VIEWPOINTS!

Each of CosmoTank's environments are displayed in a unique perspective. Action on the planet's surface is shown in a overhead view, travel through the mazes is in a 3-D first person perspective, and interplanetary battle is in a top to bottom scroll.



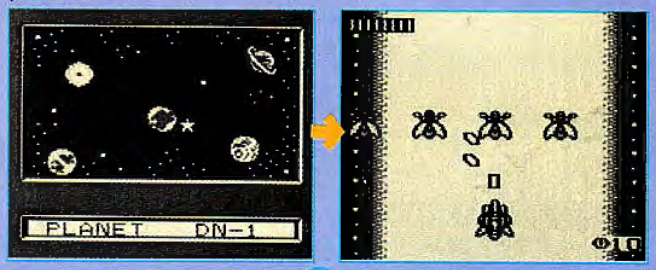
Quest Mode gives you a chance to fight through all five planets.



In Training Mode, you fight enemies in an arena and get graded on your performance.

SAVE THE PLANETS!

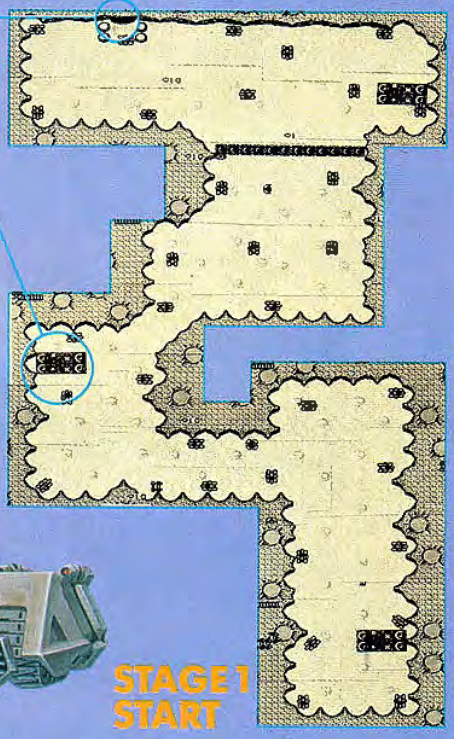
After you conquer a planet, a journey through space takes you to the next one. As you gain experience in battle, your CosmoTank becomes more powerful.



DESA PLANET ONE

Search out and destroy all the Life Cores in the 3-D mazes to defeat the Master Insect forces on Desa. As you fight your way across the planet's surface, you'll run across bases where you can get advice and repair your shields.

Don't pass up the info you can get in the bases!

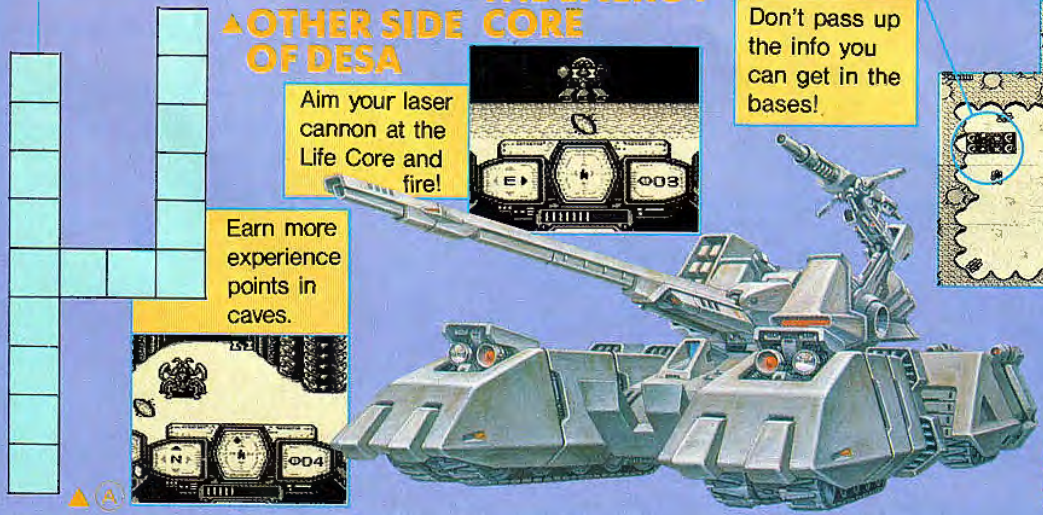


THE ENERGY CORE

▲OTHER SIDE OF DESA

Aim your laser cannon at the Life Core and fire!

Earn more experience points in caves.

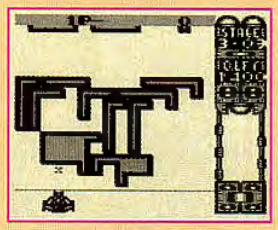


QUARTH™

The Tetris tradition continues in Quarth from Ultra. Again you are faced with a cascade of geometric objects which you must arrange or change to eliminate. In Quarth, groups of odd shaped blocks will come at you from the top of the screen. Launch blocks from your Blockbuster to build the odd shapes into squares or rectangles to destroy them.

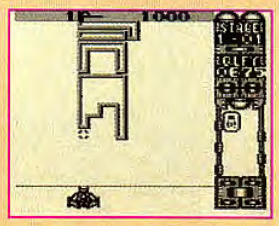
QUICKNESS COUNTS...

The march of the odd blocks must be stopped before they hit the bottom of the screen. The action can be frenzied as you try to eliminate them quickly.



BUT ACCURACY IS ALSO ESSENTIAL!

Quarth is not a shoot-em-up though, for you must carefully plan where each shot goes. Errantly placed blocks will make it tougher to square up odd blocks.

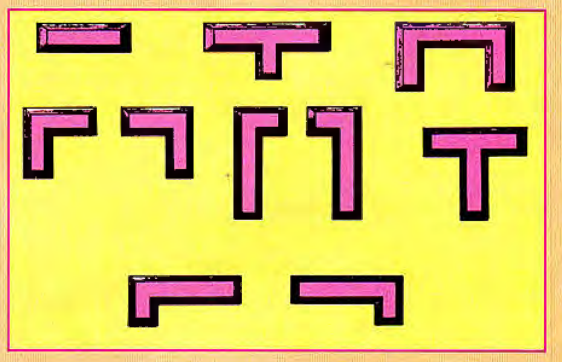


SELECT YOUR BLOCKBUSTER

You can choose from six different Blockbuster Ships. Although each looks different, they all play the same.

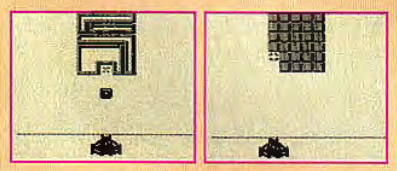
THE ODD BLOCKS ARE COMING

These are the odd blocks you will be faced with in Quarth. Square them away!



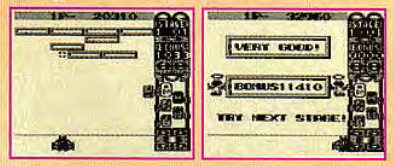
PLAN AHEAD TO SCORE BIG

The fewer blocks you use to turn an odd block into a square, the more points you'll score.



BONUS GAME

After eliminating the qualifying number of blocks, you'll play the bonus game until you reach the end of the stage or are Quarthed.



POWER BOOSTERS

As you get rid of large blocks or many smaller blocks, Power Boosters will appear. These can be activated by pressing the B Button, but each can be used only once. Some Power Boosters have different effects in two-player mode.

1 PLAYER

Speeds up your block shots.	Temporarily halts the advance of the falling blocks patterns.
Destroys all the falling block patterns.	Slows down the falling block patterns.

2 PLAYER (VS)

Speeds up your opponent's falling block patterns.
Produces triple block patterns on your opponent's screen.

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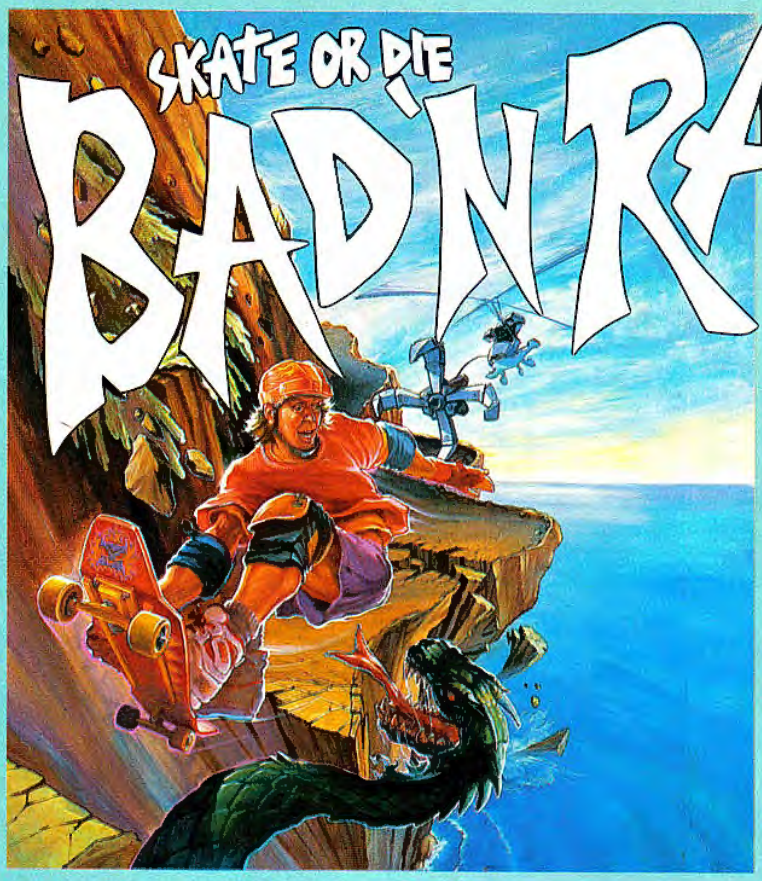

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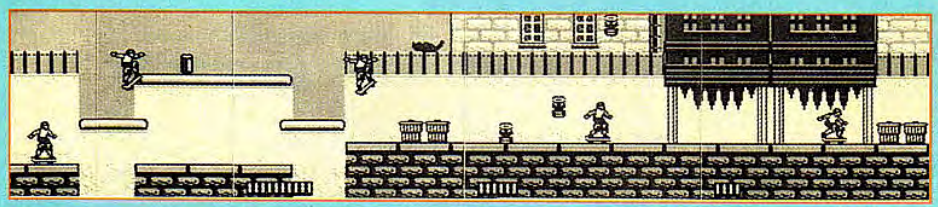
OFFICIAL GAME BOY VIDEO LINK GAME PAK

Shred through seven levels of Bad 'N Rad skateboarding action in an adventure that will keep you leaping and rolling for hours. Elrad the Evil One is on the rampage and you've got to stop him from taking over by demonstrating your skateboarding expertise. Elrad's goons are out in full force. Take on Bionic Lester, Mr. Wart Monger and the rest on your way to a final battle with the big boss of roller-action himself.

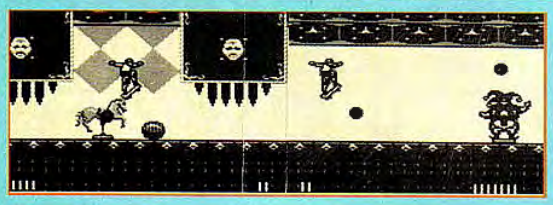
STAGE ONE

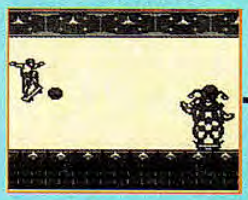
You can start your adventure on any one of the first four stages, but it's best to begin on the street. This is no cakewalk. You'll have to deal with spikes, dogs, falling plants and disappearing sidewalks before you reach the end and take on the real challenges ahead.

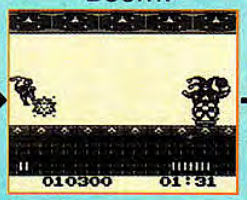


BOUNCE BACK

The Berserk Clown at the end of Stage One is armed with explosive Rubber Balls. Hit them with your board and send them back. Boom!

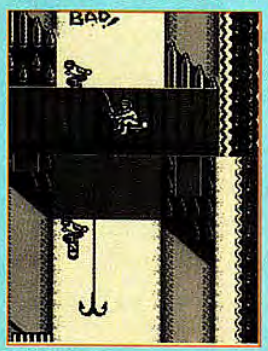






STAGE TWO

The scene changes to the boardwalk and the view changes from horizontal to overhead in the second super stage. Watch out for rolling barrels and avoid getting hooked or washed away. The spike pits are deadly! Stay on your toes!



PIZZA
Grab a slice and gain some energy.

STAGE THREE

The sewers! Yuk! Slimy rats, fast fish and killer water spouts are just a few of the things you'll have to deal with.

STAGE FOUR

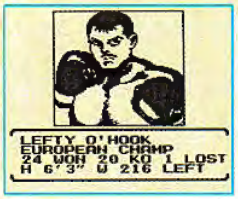
This is your last "practice" stage before you get into the tough stuff up ahead. Elrad's waiting!

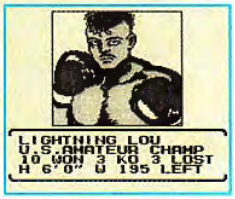
HEAVYWEIGHT CHAMPIONSHIP BOXING™

OFFICIAL GAME BOY VIDEO LINK GAME PAK

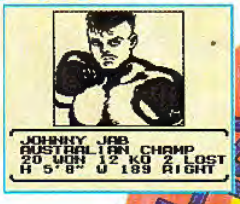
© 1990 Activision

A fast and furious exchange of blows await you in a powerful new boxing exercise from Activision. Watch the action from ringside while the fighters move in, then take on the viewpoint of your own contender when the boxing begins. Keep one eye on your opponent and the other eye on the Punch Meter, then aim for the top of a challenging six-fighter field. Its a great game for Video Linking!



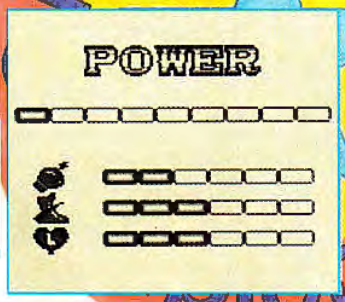


CHOOSE YOUR FIGHTER



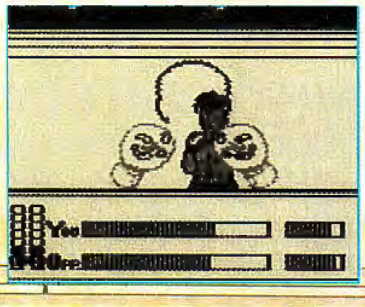
PICK YOUR STRENGTHS

Punch Strength, Speed and Stamina are all important in your fight for the title. Add to your power as you move up.



KNOCKOUT PUNCH

When your strong hand Punch Meter is full and your gloves are flashing, you'll be able to unleash one of three different special blows. Choose the one that suits you.

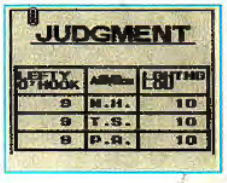


ROUND 1!

Come out fighting from the first bell. If you can manage a knockout in Round One or Round Two, you'll earn two power ups instead of just one. Go for it!

THE DECISION

At the end of each round, the judges will deliberate on the last three minutes of play.

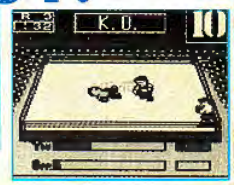


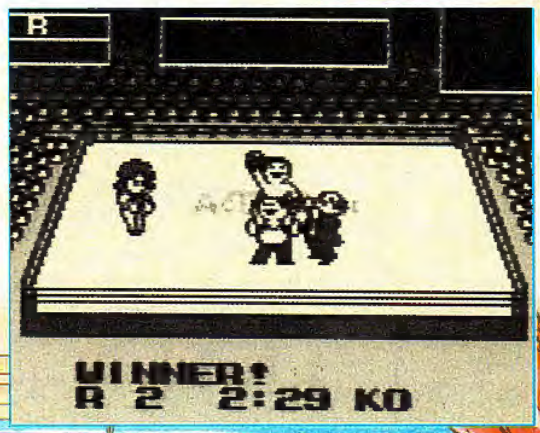
ROUND 2!

Move in, then defend yourself with your weak arm and gear up for a super powerful blow with your strong arm. Keep up your stamina! There are ten more rounds!

KNOCKOUT!

He's down! You'll make it to the title bout in no time! Keep going until you reach the top!



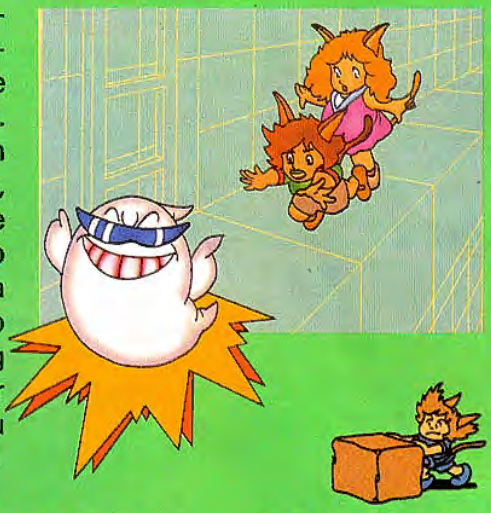


CATRAP

TM

© 1990 Asmik

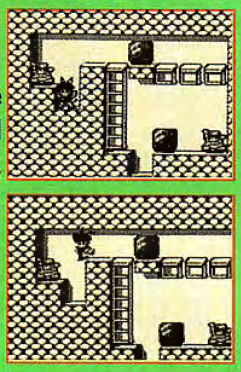
Trapped in a house of 100 "a-mazing" rooms, the Catboy or Cat-girl in Asmik's unique puzzle game must find the way through. It won't be easy. In every room you'll have to push blocks, dig, punch and generally solve the mystery of the maze—or how to escape from it. To help you out, a Take-Back feature allows you to undo any move and try something new. Pretty useful in the upper levels. And in the Edit Mode you actually build your own mazes!



TAKE IT BACK

By pushing the A Button you can take back your last move. Push it again and you'll take back another, and another, and . . .

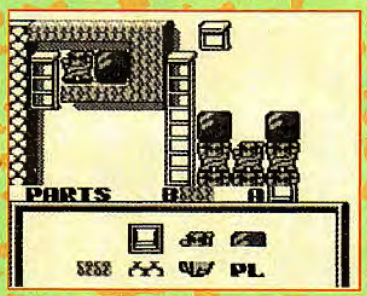
In Catrap, a bad move can become a good move with the push of a button.

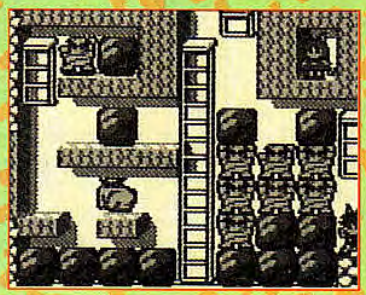


MAKE YOUR OWN

The Edit Mode of Catrap lets you challenge your friends with mazes of your own design. Be as cunning as you want, but make sure there is a way to win. There are six types of objects or enemies with which to fill up your dream maze. The combinations are almost endless. Once you've built a customized maze you can play it or change it.

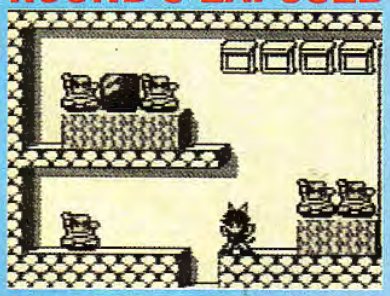
Set building blocks in place with the cursor.

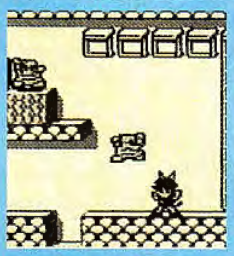




Making a complex maze that works can be difficult.

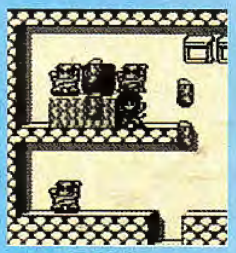
ROUND 5 EXPOSED

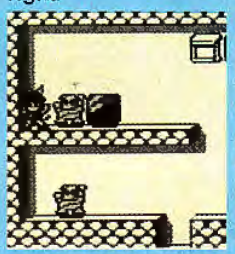




To reach the ladder to the upper level, dig underneath the enemies, turn, and hit both of them.

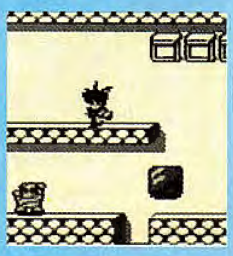
Climb the ladder and jump to the upper deck. Punch one space to the left and step back to the right.





An enemy will fall just to your left. Punch it, then continue all the way to the wall.

Moving to the right, you'll take out the enemy and push the rock oft the edge of the upper ledge.



Jump on the rock, then hop off on the right side. Push the rock into the hole to reach the last enemy.

BALLOON KID™

OFFICIAL GAME BOY VIDEO LINK GAME PAK

© 1990 Nintendo

There's nothing down to Earth about Nintendo's new Balloon Kid. Float through cities and forests using two balloons to fly after point balloons, power balloons and to evade birds and other critters who'd like to burst your bubble. Three modes of play add variety. Challenge yourself on Single Play, a friend on VS Play, or hone your flying skills on the Balloon Trip mode. Whatever you do, though, don't let go of your balloons.

THIN SKINNED?

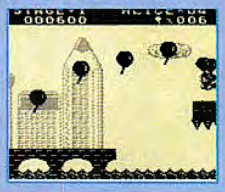
Obstacles and enemies are everywhere in the Balloon Worlds ready to pop your balloons. Dodge or duck enemies, but watch for spikes above and foes below.

BONUS ROUND

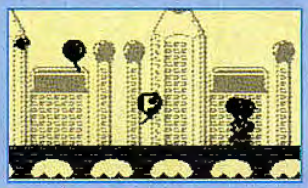
Grab as many of the balloons as you can when they emerge from the pipes.

SOARING SCORES

Build up your score by collecting as many of the balloons as you can.



The biting bugs have a taste for balloons.



The Power Balloon gives invincibility.

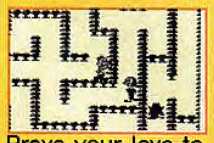
POPEYE®

OFFICIAL GAME BOY VIDEO LINK GAME PAK

The squinting sailor has got his hands full in this action game from INTV. Olive Oyl and Sweet Pea are in danger, and Brutus is on the prowl.

IT'S A FAMILY AFFAIR

Popeye races through a maze to save his loved ones from Brutus.



Prove your love to Olive Oyl.

Bring Olive the big heart.

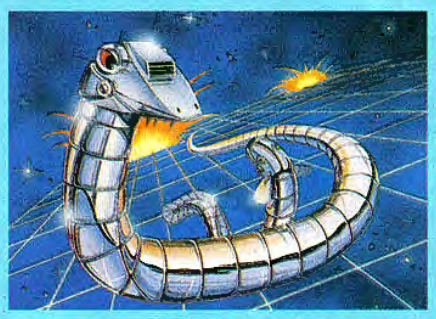
Rescue Sweet Pea.

STAY CLEAR OF PETS AND HAMBURGERS ... AND BRUTUS!

® Seta U.S.A., Inc. ® Sigma Enterprises, Inc. © King Features Syndicate

SERPENT™

OFFICIAL GAME BOY VIDEO LINK GAME PAK

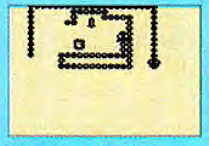


© Taxan Licensed from Naxat Soft

Armored serpents are each trying to surround the other while avoiding being cornered. Missiles and other weapons can be picked up. Try this one on Video Link.

SURROUND AND CONQUER

Your serpent moves at the same rate as the enemy. To get in front of your opponent you'll need to cut him off at the pass.



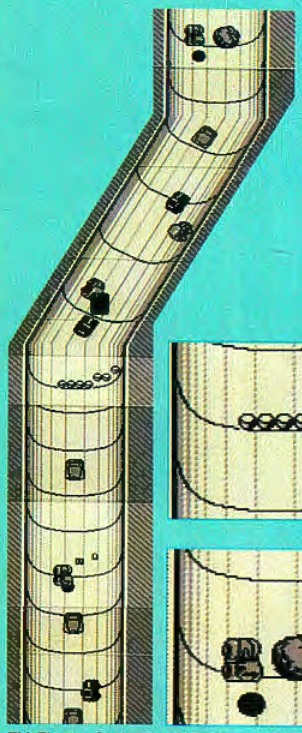
If you get the lead on the enemy, turn across his path.

Keep turning in the same direction to surround him.

Once the enemy can no longer move, you will win the war.

DEAD HEAT SCRAMBLE™

Electro Brain puts you on the fast track with off-road vehicles, a half pipe for a road and 10 long stages to the checkered flag.



POWER ITEMS

Along the race course you'll find useful items like explosive Nitro and a clock to freeze your timer.

BARRELS

Don't wreck your chances by barreling into the posts. If you do, you'll lose time.

BOULDERS

These boulders are bad news, but they're easy to dodge. Swing up the side to avoid them.

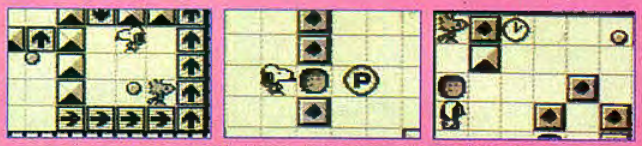
TM Electro Brain © 1990 Copya System

SNOOPY'S™ MAGIC SHOW

Kemco-Seika has put America's favorite beagle in a tough spot. He must reach four Woodstocks in every room while avoiding a bouncing ball. Quick thinking and quicker fingers required.

WATCH OUT, SNOOPY

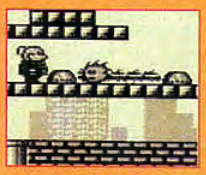
Happiness is a warm Power Ball or a Freeze Clock. For an edge, grab these when they briefly appear.



© Schultz & Associates © 1990 Kemco

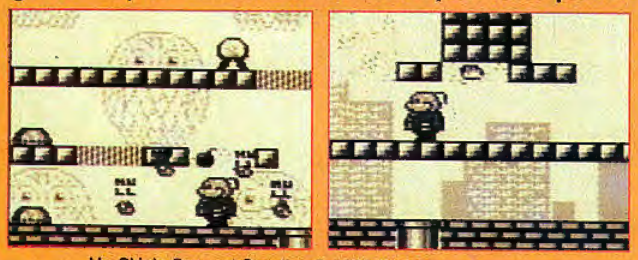
MR. CHIN'S GOURMET PARADISE™

Romstar's Mr. Chin is counting calories—the more he gets, the happier he is. But a full menu of dastardly delectables want to put Mr. Chin on a permanent diet. It's up to you to make sure that Mr. Chin gets his.



BIG BOMB BOOST

Hidden in some of the blocks are bombs that turn enemies into peaches. Breaking blocks is a good way to earn calories and open new paths.

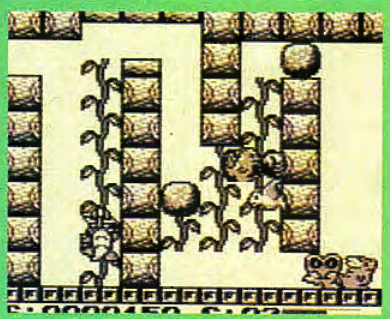


Mr. Chin's Gourmet Paradise © 1990 Romstar

GODZILLA®

The Terror of Tokyo becomes the hero in this puzzle-type game from Toho. The fire-breathing hero scorches enemies and melts blocks to move from one puzzling stage to the next.

GODZILLA'S ON THE RUN



You can run and climb, but you can not hide.

Enemies come swarming from every direction. Most can be defeated with a single, blazing breath, but others are too tough. Trap and defeat them with blocks.

Godzilla © 1990 Toho

IT'S NEW FOR GAME BOY, MAN!

New! Improved! Unusual! Fun! And all on the way for the most power packed hand-held around!

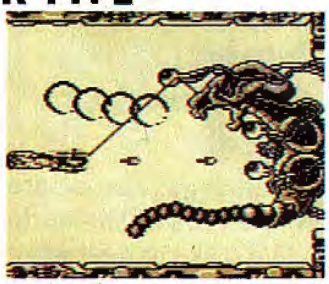
THE RESCUE OF PRINCESS BLOBETTE–

The second installment of the popular A Boy And His Blob series should be available for Game Boy this winter. After saving Blobolonia, the boy and Blobert find that the Princess of Blobolonia, Blobette, is being held captive in the Evil Alchemist's castle. The boy and his Blob start out in one tower of the castle and must make their way through mazes and traps to reach the other tower and rescue the Princess. What happens then is a surprise!

DISNEY'S DUCK TALES–

Capcom's translation of the NES game to Game Boy is flawless, there are few differences between the two. So whenever you travel, you can take along Uncle Scrooge and join in his search for the legendary Five Lost Treasures. Continuing its affiliation with Disney, Capcom is also developing Game Boy games starring Mickey Mouse and Roger Rabbit.

R-TYPE–



Even without colors, the graphics of Irem's R-Type for Game Boy rock heavily. You'll encounter similar enemies and even power-up with the same items you'll find in the arcade unit. It's power packed! Irem is also working on Kung-Fu Boy (similar to NES Kung Fu) and Kid Niki Radical Ninja for Game Boy.

BO JACKSON BASEBALL–

Finally, Bo knows Nintendo! A new licensee, THQ, is planning to produce this Game Boy Sports Pak starring everyone's favorite know-it-all super athlete, Bo Jackson.

NOBUNAGA'S AMBITION–

In one of the most ambitious NES to Game Boy conversions yet, Koei will pack all the strategy, story and game play of the NES historical simulation, Nobunaga's Ambition, into a Game Boy cartridge.

SUPER SCRABBLE–

Milton Bradley's Super Scrabble for Game Boy has 10 skill levels and can be played by two players with or without a video link cable. Scrabble's built-in dictionary contains 30,000 words, so there shouldn't be any arguments about spelling. Also in Game Boy's future from MB are Mouse Trap Hotel and Jordan Vs. Bird basketball.

SIDE POCKET–

Data East is bringing their classic NES billiards game to Game Boy, and it's like having a pool hall in your pocket. Play control is very similar to the NES game, and in the absence of color, you can choose to see the balls with numbers on them, or in different shades of grey. The arcade classic, Burgertime, is also on the broiler from DE.

ROBOCOP–

Nine levels of Law Enforcement challenge await you in Ocean's RoboCop for Game Boy. The action and story follow the RoboCop coin-op more closely than the NES game. Its a hit!

STAY TUNED FOR MORE SNEAK PEEKS NEXT ISSUE!

DIRECTORY OF GAME BOY GAMES

Just one year ago Nintendo introduced the revolutionary hand-held video game system known as Game Boy. It was an immediate smash success. New games for the system are pouring out of the labs all over the world. Below is a current listing of released Game Boy titles.

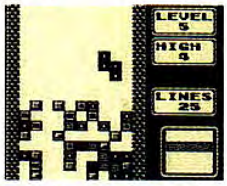
GAME TITLES	VIDEO LINK OPTION	TYPE OF GAME	RELEASE DATE	COMPANY NAME
Alleyway	1P	Action	9/89	Nintendo
Baseball	VL-S	Sports	9/89	Nintendo
Bases Loaded	VL-S	Sports	6/90	Jaleco
Batman	1P	Adventure	6/90	Sunsoft
Boomer's Adventure	VL-S	Action	4/90	Asmik
Bugs Bunny's Crazy Castle	1P	Adventure	3/90	Kemco-Seika
Castlevania: The Adventure	1P	Adventure	12/90	Konami
Catrap	1P	Puzzle	10/90	Asmik
Cosmo Tank	VL-S	Adventure	10/90	Asuka
Daedalian Opus	1P	Puzzle	6/90	Vic Tokai
Double Dragon	VL-S	Arcade	8/90	Tradewest
Dr. Mario	VL-S	Puzzle	10/90	Nintendo
Final Fantasy Legend	1P	Adventure	10/90	Square
Fist Of The North Star	VL-S	Action	4/90	Electro Brain
Flipull	VL-S	Puzzle	4/90	Taito
Fortress Of Fear: Wizards & Warriors	1P	Adventure	9/90	Acclaim
Gargoyle's Quest	2PA	Adventure	6/90	Capcom
Golf	VL-S	Sports	3/90	Nintendo
Heiankyo Alien	VL-S	Action	4/90	Meldac
Heavyweight Championship Boxing	VL-S	Sports	10/90	Activision
Kwirk	VL-S	Action	3/90	Acclaim
Lock 'N Chase	1P	Action	6/90	Data East
Malibu Beach Volleyball	VL-S	Sports	4/90	Activision
Motocross Maniacs	VL-S	Sports	12/89	Ultra
Nemesis	1P	Action	4/90	Ultra
NFL Football	VL-S	Sports	4/90	Konami
Paperboy	1P	Arcade	6/90	Mindscape
Penguin Wars	VL-S	Action	6/90	Nexsoft
Pipe Dream	VL-S	Puzzle	9/90	BPS
QBillion	VL-S	Puzzle	4/90	Seta
Qix	VL-S	Arcade	5/90	Nintendo
Quarth	VL-S	Action	6/90	Ultra
Revenge Of The Gator	2PA	Pinball	2/90	Hal America
Shanghai	1P	Puzzle	6/90	Hal America
Skate Or Die	1P	Sports	10/90	Ultra
Snoopy's Magic Show	VL-S	Action	10/90	Kemco
SolarStriker	1P	Action	3/90	Nintendo
Spider-Man	1P	Action	6/90	LJN
Super Mario Land	1P	Adventure	9/89	Nintendo
Tennis	VL-S	Sports	9/89	Nintendo
Tetris	VL-S	Puzzle	9/89	Nintendo
TMNT: The Fall Of The Foot Clan	1P	Adventure	10/90	Ultra
World Bowling	2PA	Sports	4/90	Romstar

Key For Game Boy Directory:

1P = One Player
2PA = Two Player Alternate Play
VL-S = Video Link Simultaneous Play

GAME BOY TOP TEN

1 TETRIS



Is Tetris the perfect game? It's hard to say. No one has ever won.

2 GOLF

Game Boy Golf requires all the skill of the real sport.

3 TMNT

TMNT on Game Boy looks like a winner.

4. Double Dragon
5. Final Fantasy Legend
6. Revenge of The Gator
7. Gargoyle's Quest
8. Batman
9. Super Mario Land
10. Quarth

The rankings above are from the Pros at Nintendo HQ. We'd like to hear what your favorite Game Boy titles are. Send them to the address below.

Game Boy Top 10
P.O. Box 97063
Redmond,
WA 98073-9763

TAKE A LOOK AT WHAT'S IN STORE FOR THE FUTURE!

PREVIEWS

Little Nemo the DREAM MAST

Are you tired of action games with evil, ugly aliens? Then take a break and enter the whimsical world of Slumberland in Little Nemo The Dream Master from Capcom. Featuring challenging but non-violent play, it's filled with fantastic animals and dreamy locations that will appeal to players of all ages.

Life is but a dream

Invited to visit the Princess of Slumberland, Little Nemo has to make his way through nightmarish dangers to reach her, armed with only a bag of candy.

Although reluctant to leave at first, Nemo is soon captivated by Slumberland's charm and excitement.

Meet a friend for the scoop

At the beginning of some dreams, Nemo will meet a friend who will give him advice on getting through the area.

Flip, the cigar smoking clown, helps Nemo in the Mushroom Forest.

Find all the keys to unlock the door at the end of each stage.

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ER™

TAME THE BEASTS OF SLUMBERLAND

The wild animals Nemo meets aren't like the nasty aliens of other action games. Certain ones enjoy candy, and after taming them with a treat, Nemo can hitch a ride and get their help.

GORILLA

Big and tough, the Gorilla can punch mean monsters and climb like the Lizard.

CRAB

In the aquatic areas of Slumberland, the Crab will let Nemo wear his shell to protect him from harm.

FROG

With this amphibious friend's help, Nemo can make great leaps and bounce on bad guys with his belly.

LIZARD

The Lizard not only has excellent climbing abilities, but also carries Nemo through small passages.

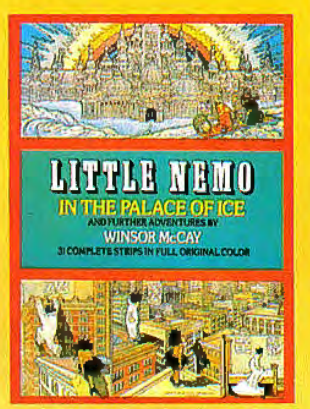
MOLE

Using its powerful claws, the Mole can dig into the ground, which is often the only way to get through an area.

BUMBLE BEE

The Bumble Bee can fly for short distances and sting, but he hates to get wet.

The characters and setting of Little Nemo are based on a classic series of Sunday comic pages from the early 1900's, titled "Little Nemo In Slumberland." Little Nemo was the brainchild of the artistic genius Winsor McCay, who was also one of the pioneers of animation.



Many books have collected the original Little Nemo pages.

© 1976 Dover Publications, Inc.

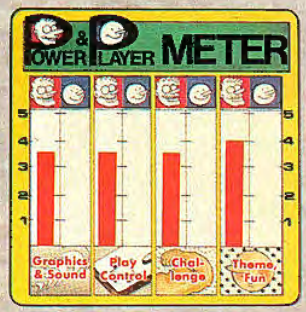
WELL, IT'S TIME FOR NEMO'S NAP, BUT HE'LL BE BACK IN A FUTURE ISSUE!

TM&© 1990 Enix Of America Co. Licensed by Nintendo Of America Inc.

DRAGON WARRIOR™ II

The Heroic Line of Erdrick Carries On The Fight Against Evil!

For years after the Dragon Lord was defeated, peace ruled the land of Alefgard. Descendants of Erdrick reigned there and in the nearby lands of Moonbrooke and Cannock. Few dreamed that another evil of the Dragon Lord's magnitude would rise again. But alas, this time of prosperity was not to last. Out of nowhere the evil sorcerer Hargon struck, levelling the castle of Moonbrooke and threatening to conquer the entire world. Hargon's armies now roam the world, waylaying travelers and wreaking havoc. But all is not lost. A survivor from Moonbrooke escaped and made his way to Midenhall with news of his homeland's ruin. With this warning of impending doom, Midenhall's King sent his prince to grapple with his destiny as a Dragon Warrior. Much has changed since the first Dragon Warrior set out on his quest so long ago. A far larger world awaits. A party of three adventurers is yours to role play. And the challenge has never been greater. It is time to return to the magical world of Alefgard in Dragon Warrior II from Enix of America.



BEYOND ALEFGARD

The original Dragon Warrior adventure took place within the borders of Alefgard; a vast land indeed, but only a small corner of the world. In fact, the new quest begins far from Tantegel Castle, at Midenhall Castle. The next Dragon Warrior must scour the globe for the items he needs to defeat Hargon. An enormous task for even the greatest fighter, which is why he will have help in this adventure.

Land and sea areas four times the size of Alefgard need to be explored and conquered by the new Dragon Warrior.

YOU ARE NOT ALONE IN YOUR QUEST

As the next Dragon Warrior, you need not be discouraged by the size of your quest, for you will not face the danger alone. Two other brave warriors of the line of Erdrick will join your quest and bring with them magical powers and fighting skill. But you must locate these valuable allies—not an easy task, as your family lies scattered throughout the world.

COMMAND
TALK SPELL
STATUS ITEM
SEARCH EQUIP
'I have been seeking thee so that together we may oppose Hargon.'
'Come, let us go forth.'

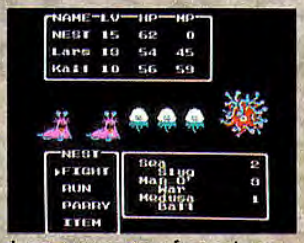
The young Prince of Cannock wanders the land, seeking to prove his courage. Find him to gain a loyal companion.

Lift the curse from the Princess of Moonbrooke to gain an ally schooled in mighty magic.

HARGON'S ARMIES

Gone are the times when the Dragon Lord's solitary monsters roved about aimlessly. Hargon's followers are well organized and travel in deadly groups, with members chosen so their sinister powers work together for the deadliest effect.

A single villain stands little chance against the might of three warriors.



Large groups of creatures, however, will try the strength and courage of even experienced fighters.

GLOBE SPANNING ADVENTURERS REQUIRE SPECIAL TRANSPORTATION

In a port city far from home, you will gain the use of a hearty sailing ship, which will make travel from place to place much faster. But even on the high seas, Hargon's hordes will harass and seek to annihilate you.

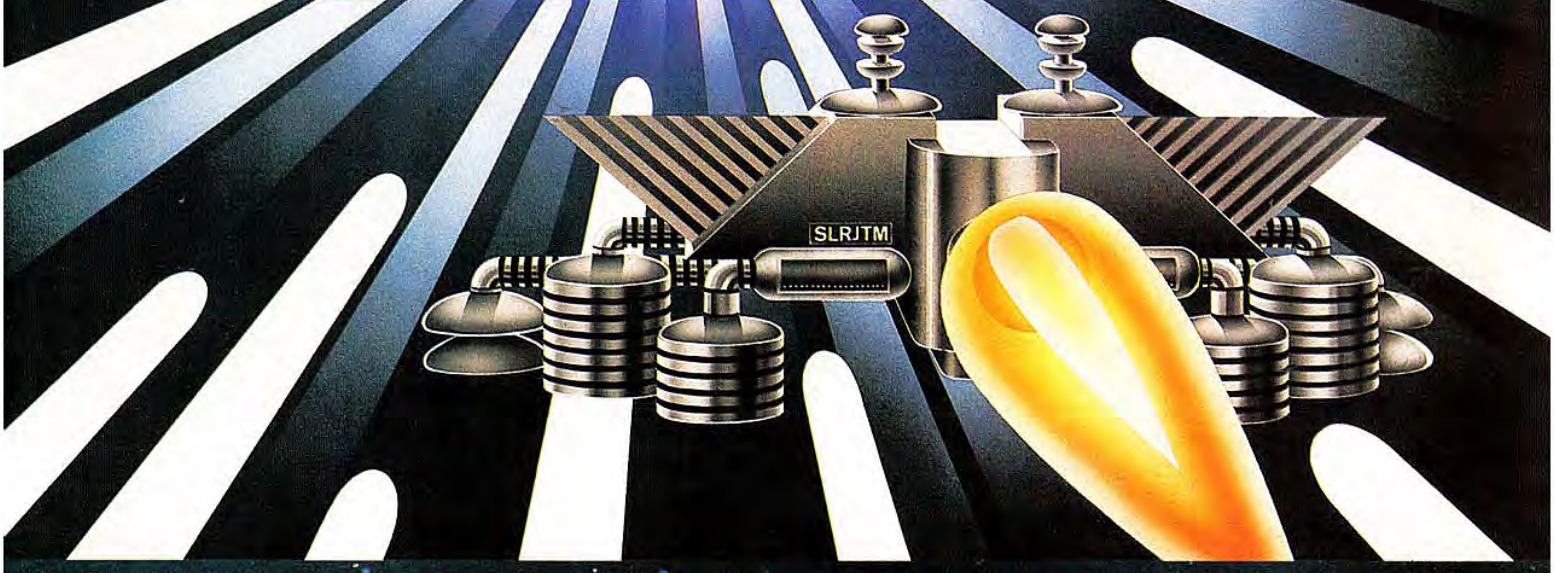
Raise the mizzenmast and unfurl the sails for high adventure.

Explore even remote islands, for clues can be anywhere. Good luck!

FEDERATION OF SPACE LOONIES

SOLAR JETMAN™

HUNT FOR THE GOLDEN WARPSHIP

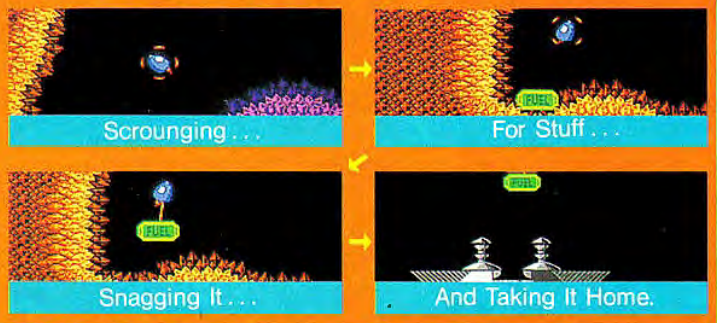


EXPLORE THE GRUNGE HEAPS OF THE UNIVERSE

Deep space salvage has never been an easy business. It's expensive, dangerous, dirty, lonely and the junk you're likely to find probably wouldn't interest a Zainian fludog—although it might make him angry. Still, you never know what you might find, and if you're a Galactic Garbage Gourmet you will do anything to find out. That's the idea behind Tradewest's bold new action mission into uncharted space, Solar Jetman, a real find.

YOUR MISSION, COMMANDER

Get stuff or get stuffed, that's the simple choice for a salvage pilot. While scrounging for artifacts, aliens jealous of their junk will try to zap you. Don't let the gravity of the situation get you down, or you'll crack up.



TM Tradewest
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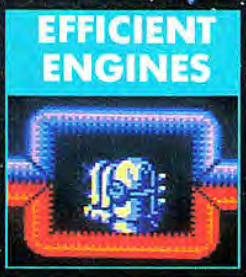
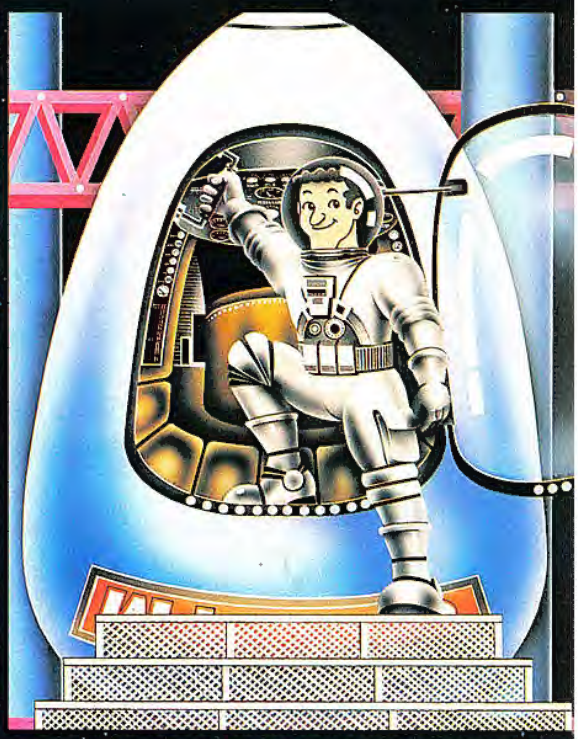
SPACE SPELUNKING SPECTACULAR

Luckily, not all that orbits a planet is junk. As you jet through cavernous planetary passages, dodging attacks, shooting irate aliens and fighting the constant pull of gravity, you'll find lots of useful stuff. Fuel bins, a shield, valuable gems the size of a mutant starcow and pieces of the fabulous Golden Warpship! And with the gems, you can buy some great products from the Interstellar Marketing Co., such as Homing Missles, Time Bombs, Titanium Bullet Packs, Efficient Engines and a planetary mapping device.



SHOPPING IN SPACE

Once you've earned some big Solar Bucks it's time to Blast-off for an orbital shopping spree. Your first purchase should be the mapping device.



PICKING UP THE SHIELD

The Shield is lying in a deep cave below and to the left of your landing site. Move your ship close to the Shield so the grappling boom attaches, then tow it back to the mother ship. With the Shield activated, you cannot tow other salvage items.

The Shield protects against enemy attacks and from bumping into the cavern walls.

PRELUDON OR BUST

Preludon, first planet in the Zandor System, is a hostile but rich world. Once you land, go out and explore, but watch out for native Preludonians who are bound to attack. Most of the planet is accessible through rocky passages, but one deep chamber can be reached only through a warp zone.

PLANET: PRELUDON
DATA: GRAVITY 8
DIAMETER 7
SYSTEM 1–ZANDOR.

Destroy the Preludonian threat before trying to retrieve the Shield. Once an enemy is blown up, it won't return.

YO! LUNATICS!

Our exploration of the galaxy, our unending search for mass riches, the Golden Warpship, and the good life in Zero G sneakers will continue in a future issue of Nintendo Power. You'll learn how to warp within planets and blast-off to new worlds. Why should you care? Because the universe is your oyster when you become a Solar Jetman fanatic.

SEE YOU IN THE NEXT ISSUE

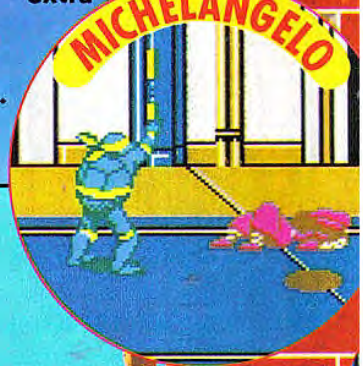
Ultra Games ® © Konami 1990

TEENAGE MUTANT NINJA TURTLES II

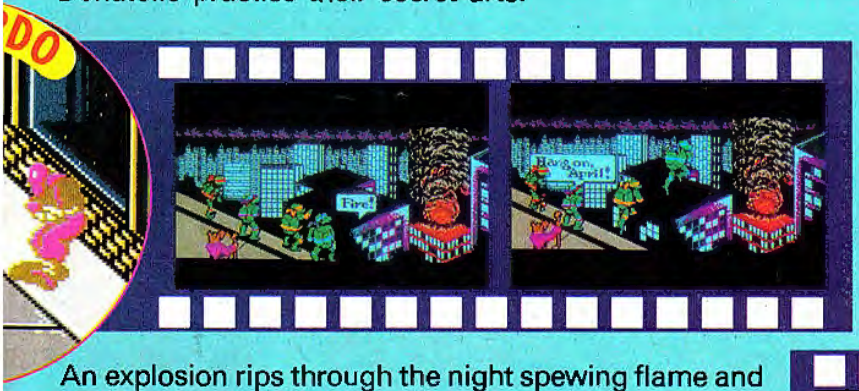
THE ARCADE GAME™

America's favorite heroes return to the NES in Konami's Teenage Mutant Ninja Turtles: The Arcade Game. Leo, Mike, Raph and Don leap back into action to save April from the menace of the evil Ninja "Foot" clan.

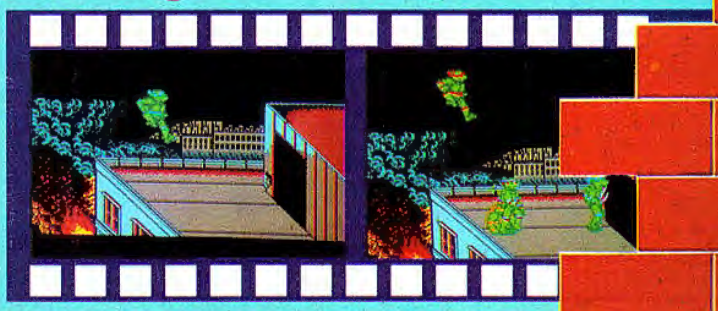
It may look like the arcade hit, but this version has two extra stages for dedicated turtle fans.



It all began when Master Splinter found four orphan turtles and took them to his home beneath the streets. Accidentally covered with a toxic slime, overnight they grew in size, strength and wisdom, as did Splinter himself. In time the turtles learned the art of ninjitsu from Splinter. And then they went into the streets to kick some Foot. In particular, they hunted The Shredder. Now, combing streets and rooftops like four green shadows, Leonardo, Raphael, Michelangelo and Donatello practice their secret arts.

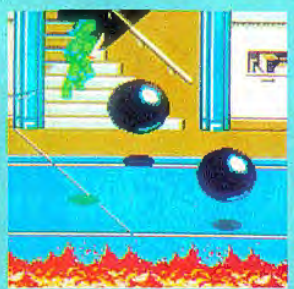


An explosion rips through the night spewing flame and smoke into the sky. From a rooftop nearby, four green figures watch in horror. Their friend April is somewhere in that burning building! Without a thought for themselves or death or pizza they leap into the blaze. Rescuing April is just the start. There are ten stages of tough teenage turtle trials and trouble, including a new Ninja castle and a blizzard in New York!



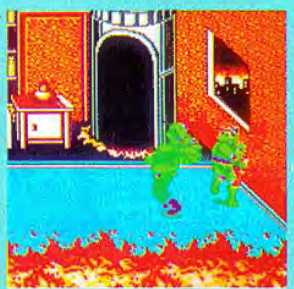
ALL THE EXCITEMENT AND ACTION OF THE ARCADE HIT, AND THEN SOME

The programmers at Konami did a great job converting the arcade program, and turtle fans are going to eat up the great graphics, sound and control they've come to expect. The two turtle option (as opposed to four in the arcade version) gives you a real fighting chance to slice through all the scum and develop the close team work that is the trademark of the world's toughest reptiles. The action is non-stop and the enemies never seem to give up. Before you know it, you'll be yelling Cowabunga, too!



If a bowling ball hits you, you'll be as flat as a pizza. Jump after the second ball.

The Mousers have mechanical pincers and laser zappers. Kick 'em from behind!



Jump kicks and rear attacks work best against the mad charges of Rocksteady.

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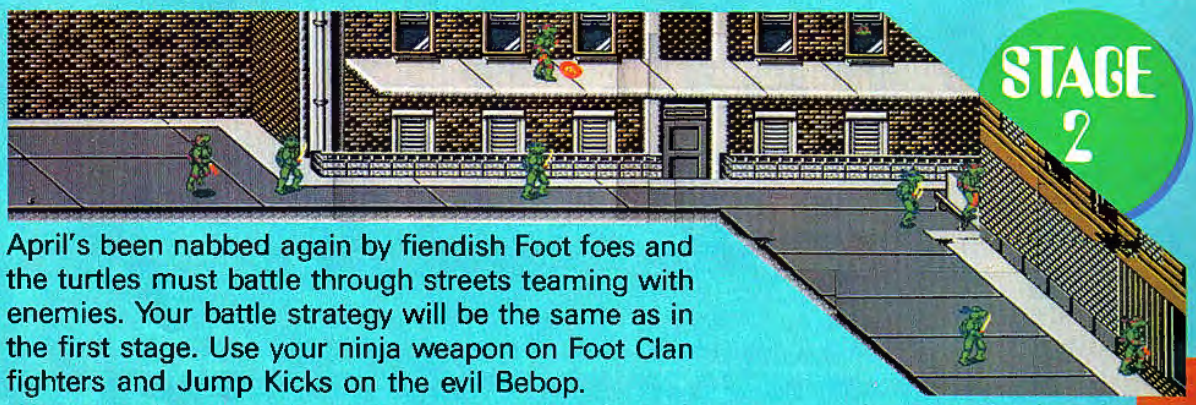
FLYING JUMP KICKS

In the first Teenage Mutant Ninja Turtle game for the NES the turtles' attacks were limited to ground fighting. Now they can leap like true Ninja and kick with awesome power. Because you can control Flying Jump Kicks while in midair, you can adjust your attack for cunning enemy dodges. But be careful of foes who use an up-thrust attack.

STAGE 1

The first stage swarms with members of the Foot Clan—red, white and blue Ninja. Bowling balls rumble out of stairwells and voracious Mousers are guarding the room where April is held. The final battle of the stage pits you against giant Rocksteady.

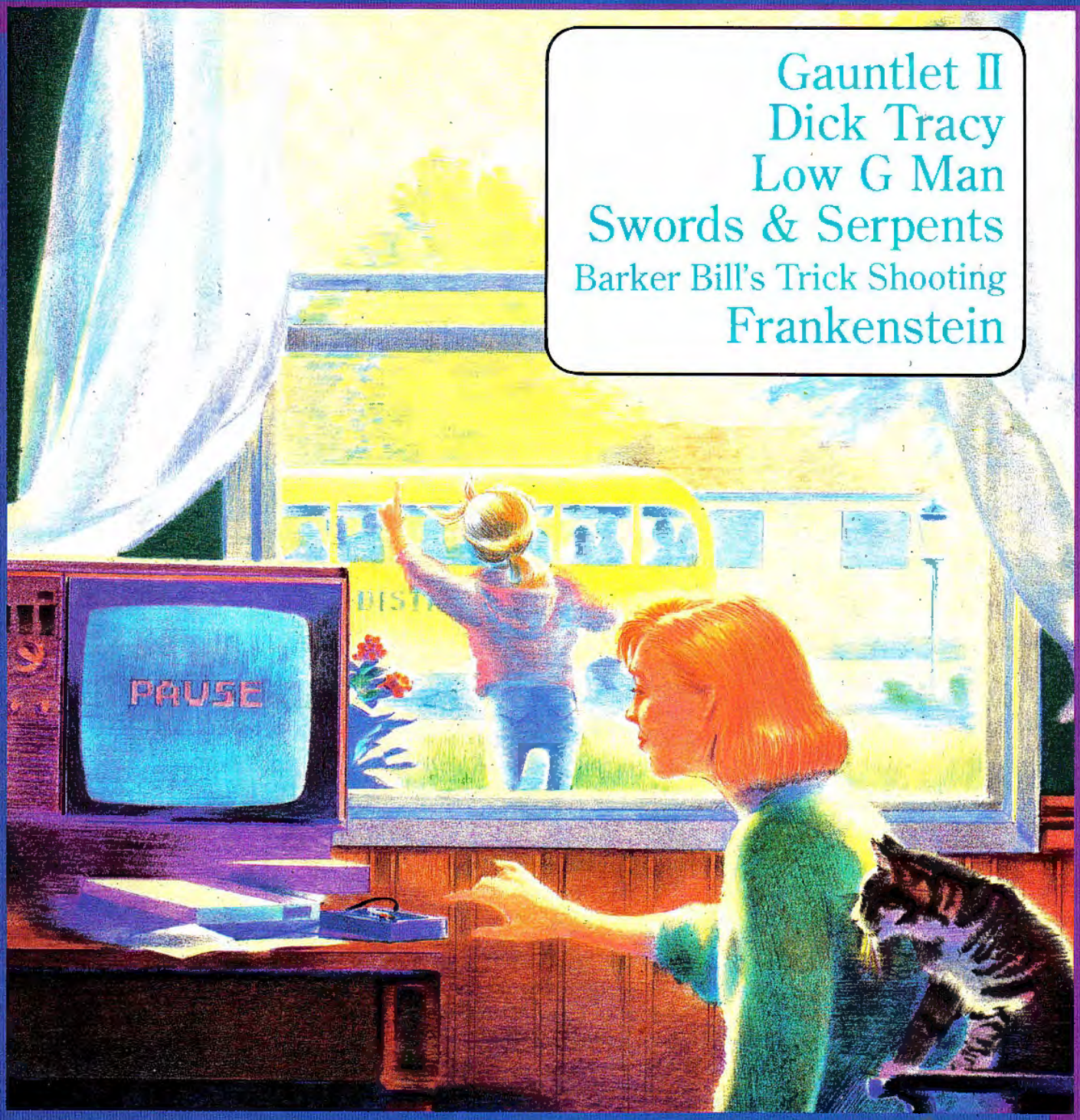


STAGE 2

April's been nabbed again by fiendish Foot foes and the turtles must battle through streets teaming with enemies. Your battle strategy will be the same as in the first stage. Use your ninja weapon on Foot Clan fighters and Jump Kicks on the evil Bebop.

FALL FAVORITES

New Games Now Available



Gauntlet II
Dick Tracy
Low G Man
Swords & Serpents
Barker Bill's Trick Shooting
Frankenstein

TM Atari Games Corp.
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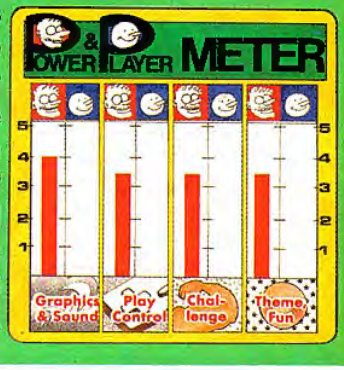
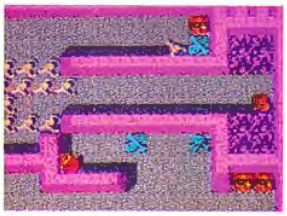
GAUNTLET II™

Black clouds swirl as lightning crackles across the night sky. No one has seen a night quite like this since the last time the chosen four were called upon to save the land. Can the four courageous warriors reunite once again to challenge the Gauntlet for the sacred Orb? Over 100 rooms will test your courage and strength in the first four-player action/adventure game from Mindscape. So, grab an NES Satellite and three friends and hit the mazes.



SMASH ARCADE HIT COMES TO NES!

If you've played Gauntlet II in the arcade, wait 'til you play this top arcade hit for the NES. Superb graphics, digitized voice, and a simultaneous four-player option (adapter needed) will keep your quarters in your pocket instead of the arcade.



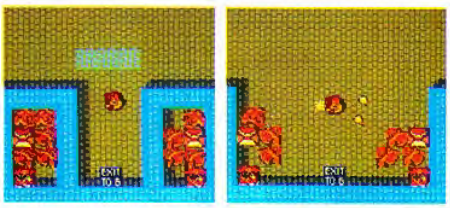
Is it the arcade or NES version? We can't tell the difference!

CHOOSE YOUR FAVORITE WARRIOR

THE WARRIOR	THE VALKYRIE	THE WIZARD	THE ELF
Thor, the mightiest of warriors, has a deadly axe.	Speed, strength, and courage, balance Thyra's attack.	Merlin, the master of the incantation, has powerful magic.	Deceptively fast, Questor can attack and escape quickly.

LOOK FOR THIS SPECIAL PASSAGEWAY

Warp from Level 1 to Level 6 through this bonus passageway, but watch out for surprises on the other end.



4 PLAYERS CAN PLAY AT THE SAME TIME!!

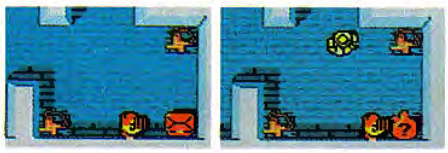
Play up to four players simultaneously with the NES Satellite or the NES Four Score!! Yee Haw!

SURPRISES GALORE!!

There are many hidden secrets in this game. Try to shoot, touch, and pick up as much as you can, but remember you might be sacrificing precious energy for future levels.

BONUS ITEMS

The Jugs that have a question mark on them contain extra items you will need to complete your battles. But watch out! Sometimes these Jugs may contain poison as well.



HIDDEN SURPRISES IN THE WALLS

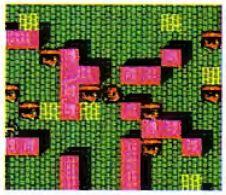
If you find yourself in a tight spot, try shooting the walls. Hidden food and other useful items will sometimes appear in the walls.

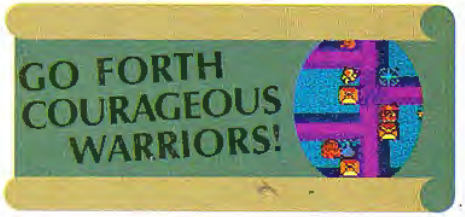
MOVING EXITS

Think fast because these exits will move faster than you can blink an eye. Try to stay near a closed door, and when it opens you'll be ready to exit to the next level.

BONUS ROOMS GALORE!!

Make sure you follow the special hints between levels for clues to special bonus rooms.





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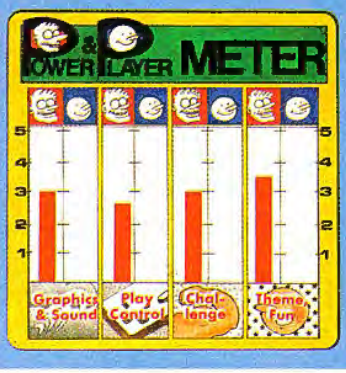
DICK TRACY™

Tracy knows Big Boy Caprice and his gang of killers are behind the latest crime wave to hit the city. But he needs proof, and lots of it, to put Caprice away. Now you can be Dick Tracy in this new action game from Bandai. From fist fights with thugs to shoot outs with gangsters, all the thrills of the hit movie are here. But there's more to it than that—you'll also have to find clues and use your deductive powers to figure out who's guilty in each of six capers.



GOONS GALORE

The city is crawling with Big Boy's goons: Itchy, Shoulders and Pruneface. And behind the scenes is Mahoney—who's side is she on, anyway? It's up to Dick Tracy to arrest Big Boy's top thugs.

LOOK FOR EVIDENCE

Tracy will put lots of mileage on his shoes and his trusty police sedan looking for evidence throughout the city.

Study mug shots of the suspects.

BANG UP ACTION

Big Boy's goons would rather fight than give up evidence. A knuckle sandwich will convince them to cough up their clues.

Don't shoot unarmed thugs, but if they point a piece your way, let 'em have it!

BRIGHT LIGHTS, BIG CITY

It's a big, beautiful city, and Tracy will become familiar with every nook and cranny of it as he ferrets out clues and mobsters. Don't wander aimlessly, or you're liable to get shot up by snipers. Take the direct route to any destination by following the map.

1st & D Basement
1st & G Autoshop
1st & H Print Shop
1st & I Club
1st & J Basement

2nd & C Autoshop
2nd & F Boiler Room

3rd & H Garage
3rd & J Apartments

4th & D Warehouse
4th & H Club Ritz
4th & I Lips Manlis' Club

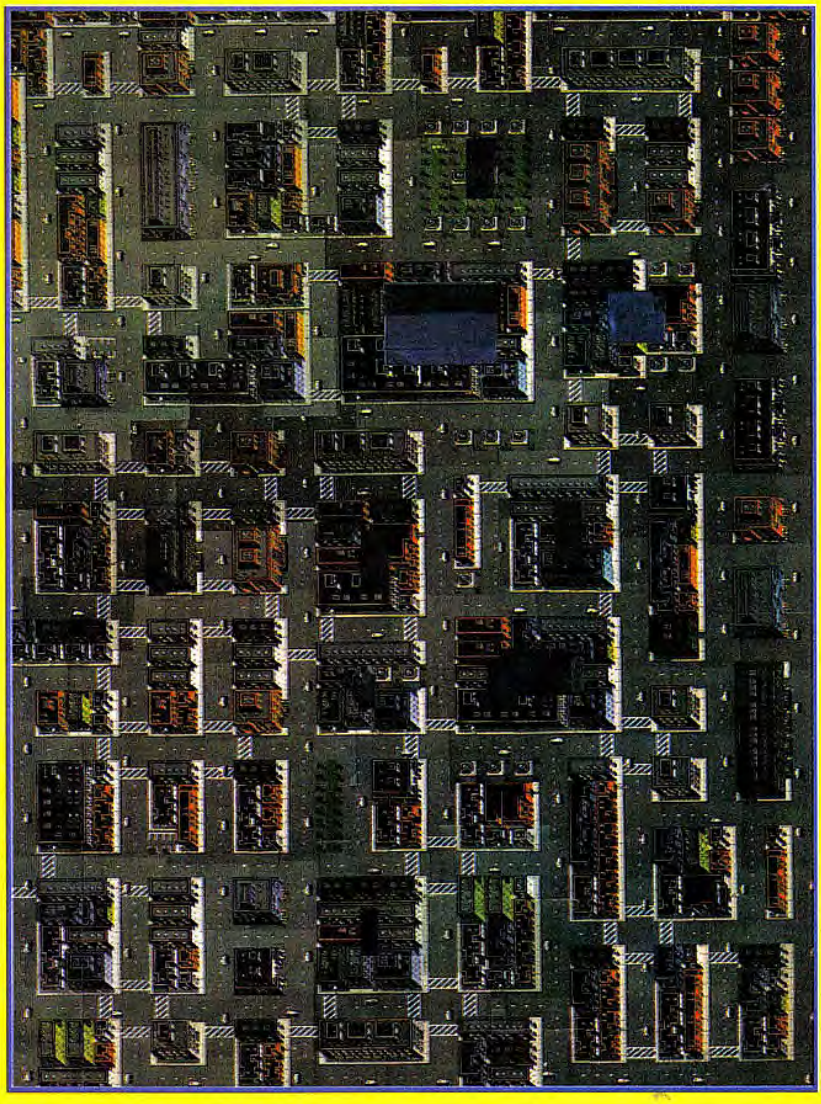
5th & A Hotel
5th & B Flophouse
5th & C Apartments
5th & G Library
5th & J Nightclub

6th & G Office
6th & J Store

7th & A Nightclub
7th & D Grill
7th & E Nightclub
7th & I Photo Shop

8th & C Bank
8th & J Hotel

9th & C Barber Shop
9th & D Pier
9th & F Pier
9th & J Pier



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LOW G MAN™

Strap on your Low Gravitational Belt and prepare to do battle with some of the biggest (some are over 3 screens high!) intergalactic robot warriors this side of the Milky Way. Join the elite forces of Low G Man in Taxan's newest adventure game and help stop these mechanoid madmen and their evil alien bosses from eliminating the entire humanoid population.

AN ELITE FORCE OF ONE!

The year is 2284 and the Countries of the United Earth (CUE) are under attack. Can the galaxy be saved from these metallic monsters? Only you and the forces of Low G Man can determine our future. Good luck Low G Man!

CATCH A LIFT FROM THESE SPECIAL TRANSPORTS

Some of the enemy robots will be riding in vehicles that can be captured. Defeat the robot driver and the vehicle is yours.

The Walker

Clear your path with machine gun spray.

The Spider

Defeat your enemies with only a touch!

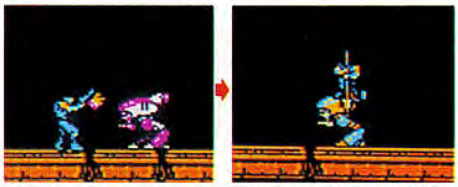
The Hovercraft

Soar safely out of reach to drop your bombs.

DEFEAT YOUR TOUGHEST ENEMIES WITH THESE SPECIAL WEAPONS

Specially made for Low G Man, the Electro-Magnetic Disrupter Pistol will temporarily disable the Robot's electrical system while the Armor Piercing Spear can inflict heavy damage through the thickest of metals.

Standard Equipment



Learn to use these weapons one after another for best results.

You can defeat flying enemies easily using this technique.

POWER-UP WEAPONS

Fireball

Blaze past your enemies with this searing weapon.

Boomerang

Put'em down under with this weapon.

Bomb

Your enemies will get a bang out of this.

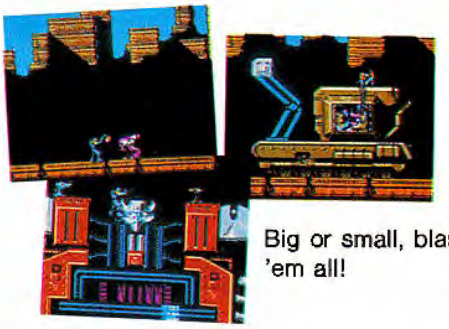
Wave

Blast through your enemies with this super wave of power.

MECHANOID MAYHEM

Industrial Chaos!

Battle the smaller robots here while you learn to use your weapons and new fighting techniques. This is a good place to power-up your special weapons and low gravitational belt for later.



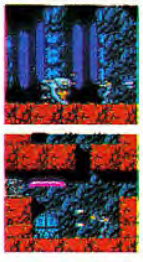
Big or small, blast 'em all!

Ocean Madness!

Travel deep below the surface of the ocean as you attempt to make rust buckets out of these robots. You'll need cool moves here or you may end up all wet.

Rocky Mountain Way!

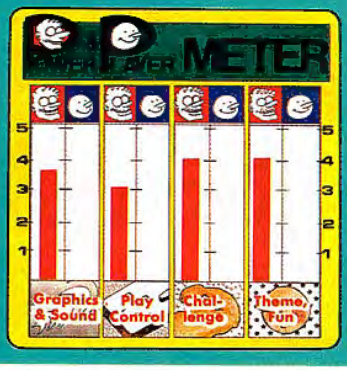
Plan each step carefully because it may be your last in this area full of long climbs and even longer falls. You've got to be rock solid to make it through here.



TM & © 1990 Acclaim Entertainment, Inc.

SWORDS & SERPENTS™

Swords & Serpents from Acclaim plunges you into a Role Playing fantasy of epic proportions. All the best features of Role Playing Games are included—secrets hidden in the dark, a legion of enemies to be faced, magic spells, and a party of heroes each with his or her own talents. But there is more: warp zones, auto maps, unique battle controls and a four player option using the NES Satellite.



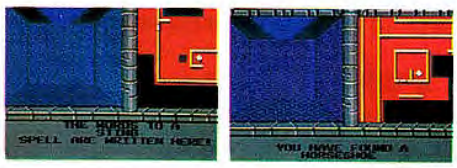
Enter The Maze Of The Great Serpent

For hundreds of years the serpent dwelling in the labyrinth has slithered from his lair to terrorize the countryside. Now, at last, four fearless adventurers have set out to put an end to the menace—a warrior, a thief and two young magicians. Secrets and deadly peril await, but also treasures.

A mysterious old man gives advice from time to time.

Leave No Stone Unturned

As you move through a maze level, the auto map illuminates the unknown darkness, revealing nearby features. Cover every square inch so you don't miss important items.

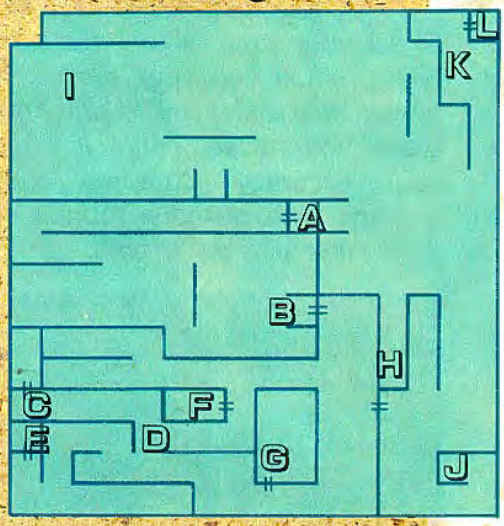


Take Shortcuts To Save Time And Life

Zoom Tubes and Teleporters are a quick way to get you where you need to go. But at first, it's hard to tell where they'll take you. Make maps to help identify what level you've warped to.

The Tubes are a great way to go to and from the Temples on levels 1, 5 and 10.

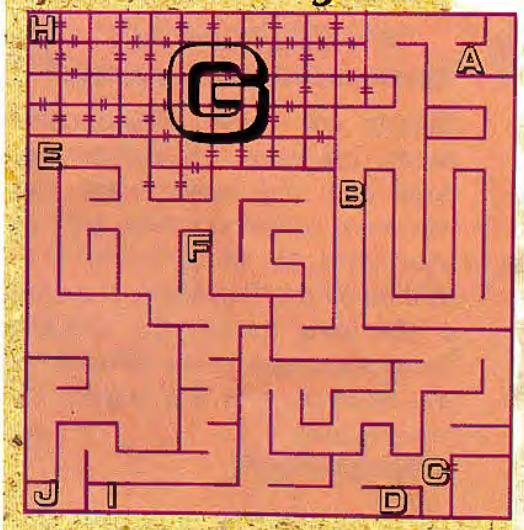
The Level 1 Labyrinth



Here you'll begin your quest into the shadow world of the labyrinth. The bats, spiders and guards are relatively weak. Earn weapons in battle; don't buy them.

A. Temple
B. Wise Man
C. Wise Man
D. Wise Man
E. Information
F. Information
G. Armory
H. Information
I. Information
J. Spell
K. Guard
L. Stairway

The Level 2 Labyrinth



On the second level, prepare to meet stronger enemies. There are many dead-ends, so maps are important. When Life runs low, go back to the Level One Temple for a refill.

A. Information
B. Wise Man
C. Locked Door
D. Information
E. Wise Man
F. Teleporter
G. Great Sword: somewhere in the maze!
H. Shield
I. Zoom Tube
J. Stairways

Fighting Smart

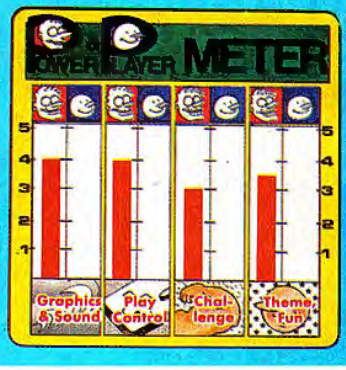
Acclaim has built in a unique battle control that adds a real feeling of action—something most RPGs lack. As you push the A Button to attack, control where your weapon strikes the enemy by using the Control Pad. If the enemy is protecting its body, aim for the head or legs. Many monsters have a weakness. Find it and exploit it.

Monsters always leave some part exposed to attack.

TM 1989 Nintendo

BARKER BILL'S TRICK SHOOTING™

Step right up and try your luck at Barker Bill's Trick Shooting gallery! Nintendo's hit the bull's-eye with this new 4-in-1 Zapper game that's fun for the whole family. Will it be Balloon Saloon, Flying Saucers, Window Pains, or Fun Follies? Take your pick, they're all a blast! Practice up, then challenge the sharp shooter in your house—and let your Zapper do the talking.



HOT SHOTS

Be patient in the Balloon Saloon. When two balloons cross, blast both at once for 1000 points. To score 1000 in Flying Saucers, use a single shot to shatter two of them. Draw a bead and time it right to score big.

AIM WELL

Check your stats. When your turn is up, you'll see your record. It shows how many you hit and how many you missed, then it rates your accuracy. Compare your average with previous rounds or with other players' scores.

BALLOON SALOON

Blast the balloons as they bob up, before they blow away. It's easy at first, but they pop out and float off faster and faster as you advance to higher rounds. Every direct hit scores, and some balloons contain valuable jewels.

Don't be fooled by the pesky pup! If he fries, you lose two lives.

FLYING SAUCERS

Bill and his assistant are pitching the porcelain in Gallery Two. DO NOT try this at home! Play it safe and fire while you have a clear shot. Or, take a risk and score more points by waiting. The farther they drop, the more they're worth. But if you miss, expect a bark from Bill.

Sometimes Bill tries tricky tosses—watch for straight shots to the sidelines.

This parrot is a pest. Hit your target before he has a chance to snag it.

WINDOW PAINS

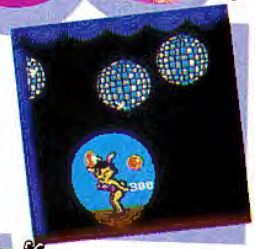
Objects are visible behind glass panes, but don't fire before they drop into the open. Hats and hammers, cans and kettles, all have equal value, but some are trickier to hit than others. Practice your timing in the early rounds—the window layout becomes more difficult as you advance, and the objects fall more quickly.

All objects gain speed as they fall, but they gain value, too.

Zap the diamonds! They give you clout in the bonus round.

FUN FOLLIES

For variety, you can't beat the follies. You'll go from balloons to saucers to windows, then to golden coins. It's a great way to test all of your marksman's skills.



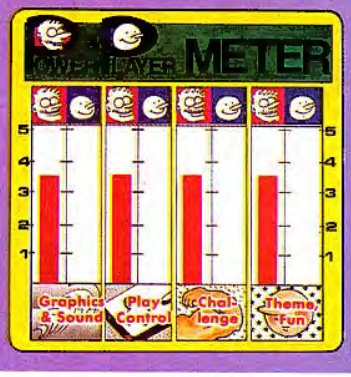
Closed season on people and parrots: you'll pay a penalty if you zap them.

Feeling lucky? Take a chance on earning extra lives.

TM&© Bandai 1990

FRANKENSTEIN™

Brainwashed vampires, werewolves, and ghouls all block your way as you try to rescue Emily from the clutches of the giant Frankenstein. You'll need to use your great jumping ability to save yourself from many horrible fates! Even when you think you've defeated the strongest of foes, blink your eyes and another despicable demon appears. Explore each region for secret power-up items; you'll need them!.



Can you save Emily before it's too late? Make haste!

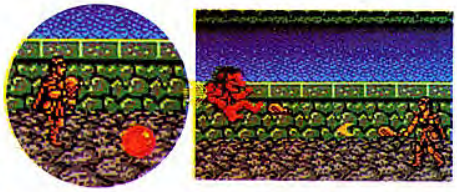
A thunder storm causes Frankenstein to rise from his grave. He enters your town looking for a bride. Then, he finds her. It's Emily, your girlfriend! Can you save her?

Get much needed help from friends along the road.

The town elder and Blademaster will aid you in your quest. Tell them who you are and they'll give you the strength you need to fight.

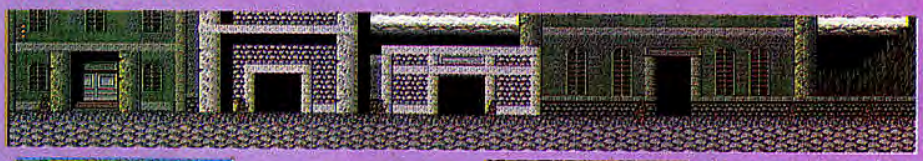
Upgrade your weapon for more attacking power!

Some enemies carry powerful crystal balls. Collect one of these to add magic to your weapons. With the power of the crystal ball, you can attack from farther away. Use it wisely; you'll need it!



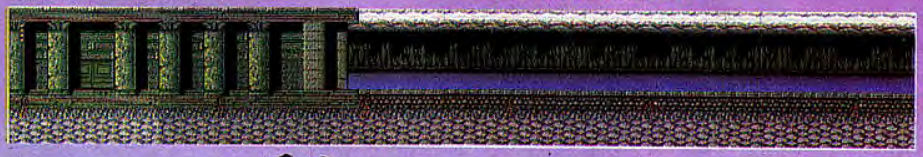
A Dangerous Road Lies Before You.

This ominously quiet town has been raided by monsters.



Kneel to meet this small but feisty enemy!

Use your jumping ability to dodge these beasts' attack.



Earn A Stronger Sword

Get a finer blade by defeating the boss at the end of stage one.

Now You See Me, Now You Don't

This ghostly fiend can vanish before your eyes. You never know when he might "drop in".

Meet Your Evil Opponents

Demon Horse

He has wings, but he's no angel! Attack from behind to avoid his fiery breath. When he lands, you will have to perform some fancy footwork to escape his strike.

He & She Devil

Focus your attack toward the she-monster in the trees. The he-monster, though less of a threat, will still try to mow you down.

Aim for the she-monster in the trees. She is your true foe!

Medusa's Lair

As Medusa advances, be wary of her grasp. Slash at her until she reveals her true form, then watch out for the lashing of her tongue.

VIDEO SHORTS

BUGS BUNNY'S BIRTHDAY BLOWOUT™

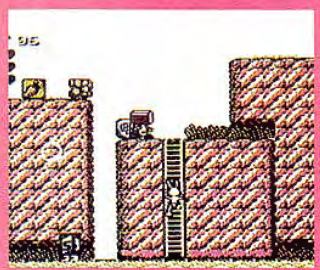
from KEMCO/SEIKA

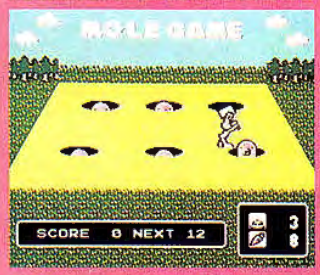
TM&© 1990 Warner Bros. Inc.
Bugs' 50th logo is a trademark
of Warner Bros. Inc. 1990 © Kemco

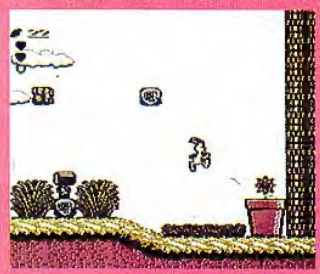
Celebrate Bugs Bunny's 50th birthday with a loony new adventure. Bugs' cartoon cohorts aren't getting half as much attention as their famous friend and they're aiming to stop Bugs from making it to his birthday bash.

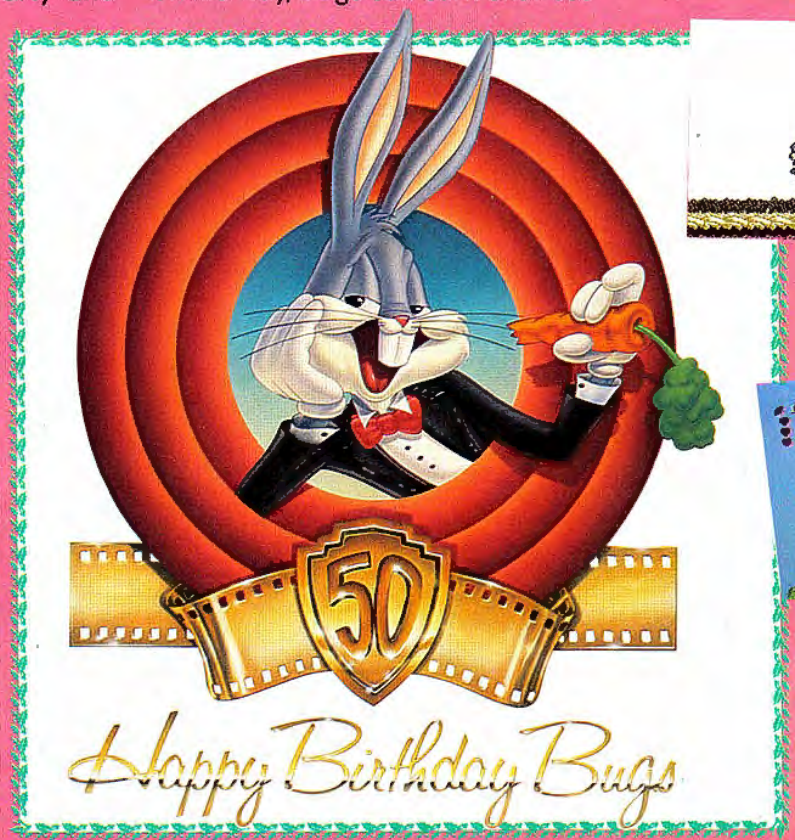
It's a long way to the party and Bugs has to run and jump past a lot of obstacles and oddball enemies in the style of Super Mario Bros. and other classics. With his Bopper, Bugs can smash foes and also hit See-Saws to spring up to higher areas. By collecting Carrots on his way, Bugs can earn chances to go into the bonus rounds at the end of each stage.

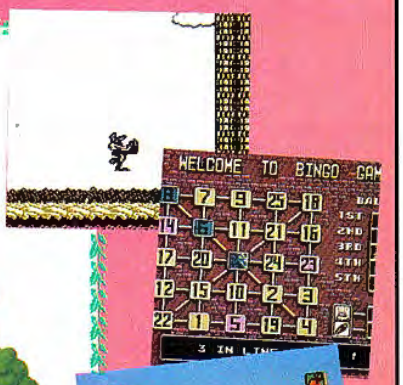
Watch for appearances from Tweety Bird, Sylvester the Cat, Yosemite Sam and other great Warner Bros. characters.











GILLIGAN'S ISLAND™

from BANDAI

© 1964 Gladasya-UA TV
© 1989 Turner Entertainment Co. © Bandai 1989

The classic television series, Gilligan's Island, was known for its zany slapstick humor. Now, that same kind of crazy fun is available for your NES with Gilligan's Island from Bandai. Join Gilligan, the Skipper, the Howells, the Professor and Mary Ann for an adventure on their famous deserted island. As the Skipper, it's your job to head the effort to get off of the island and, at the same time, keep Gilligan from getting into trouble. You and Gilligan will walk along the island trails seeking help from the others and running into one wacky disaster after another. The relatively simple game play makes this a game that players of all skill levels can play. Run, jump and punch your way to victory.

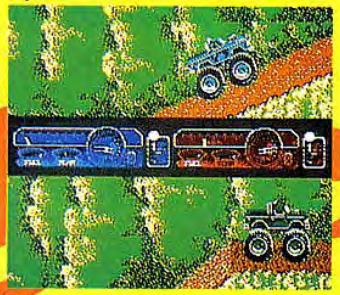
BIGFOOT®

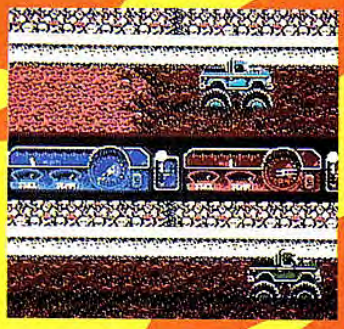
from ACCLAIM

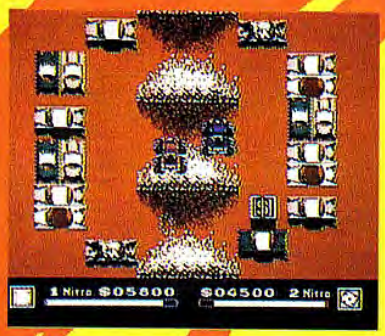
© 1990 Acclaim Entertaintainment Inc.
Designed and Developed by Beam Software Pty. Ltd.
Bigfoot R and 4X4X4 R are Registered Trademarks of Bigfoot 4X4X4 Inc.

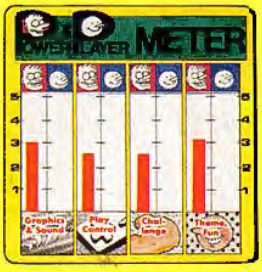
Race across the country in a two-player simultaneous rally for the monster truck title. From Los Angeles to Mesa, Reno, Yakima and beyond you'll experience the thrills of car crunching, hill climbing, mud bogging, tractor pulling and pedal to the metal blazing over rough terrain. That's a whole lot of smoke!

The action is shown from two different angles. In the rally, you'll see the race from overhead. Pick up prize money, shock absorbers, nitro packs, buzzsaws and other extras. Then blast off to the finish line. In arena events, you'll see your truck from a side view. It will take some practice to master the play control of these events, but no one said moving one of these big machines was easy!







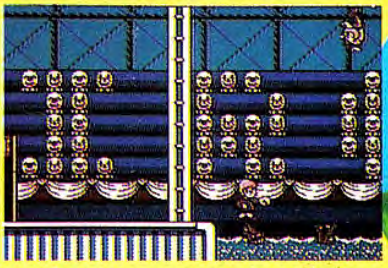


CIRCUS CAPERS™

from TOHO

TM&© 1990 Toho Co., Ltd.

Set off on an adventure under the bigtop in this new action game from Toho. Some mischief is afoot in this circus setting and you have got to get to the bottom of it by fighting off evil clowns and other dangers in the tent. You'll have to be quick at the controls to take on all of the dangers that lie ahead. Keep fighting and eventually, you'll make it to the leader, Mr. Magic!



Wait until the 'gators close their mouths then jump.

Play this familiar bonus game.

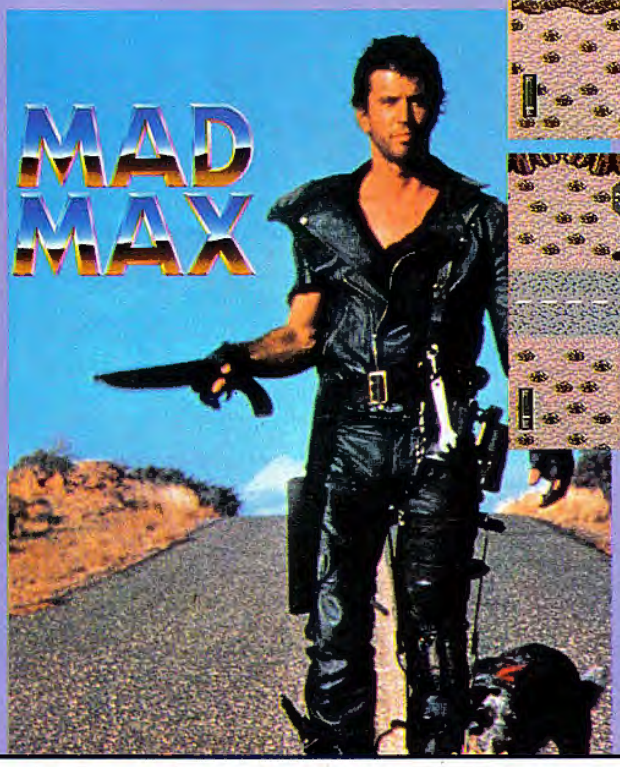
MAD MAX™

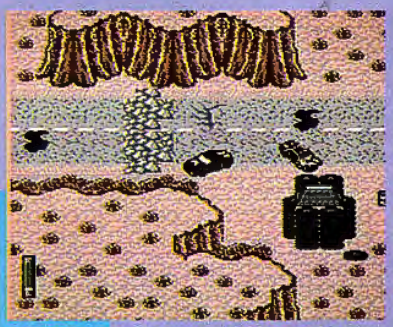
from MINDSCAPE

© 1990 Warner Brothers Inc.
Program © 1990 Mindscape Inc.

Post nuclear devastation has resulted in a world of Road Warriors. As Mad Max, a resourceful survivor whose most prized possession is his car, you are among the many others driving across the barren land in search of gasoline, food and water. If you collect enough supplies, you can trade them for a ticket to the driving arena and a chance at breaking free from this daily struggle. The game is not as much an adventure through the devastated world as it is a test of driving combat skills in a closed area.

Trade food and water for other supplies.





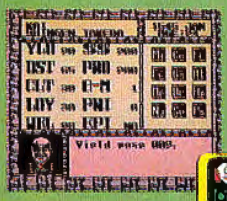
SHINGEN THE RULER™

from HOT-B

TM&© 1990 Hot-B Co., Ltd.

In the tradition of Nobunaga's Ambition and Romance of the Three Kingdoms, Hot-B presents their own battle strategy game based in feudal Japan. Shingen the Ruler centers on the exploits of Shingen Takeda, a Japanese ruler in the year 1545. As Shingen, you must maintain control of your own region and attempt to expand your holdings. You can enlist armies, develop land, mine for gold, create alliances and make other moves that will contribute to the wealth and strength of your region. Like the games that proceed it, Shingen the Warrrior is short on action but very deep on strategy and involvement.

Fight other armies with the automatic mode or with the more strategy oriented manual mode.



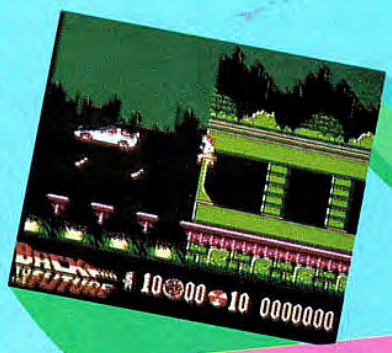
Add strength and resources to your territory.

BACK TO THE FUTURE II/III™

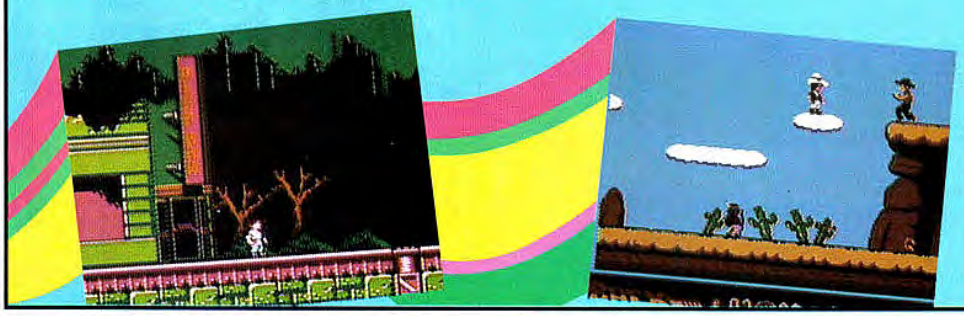
from LJN

© 1989 UCS & Amblin. Published by TM. © 1990 LJN Ltd.

LJN is hoping that if you enjoyed the hot Back To the Future movie series, then you will find its latest creation, Back to the Future II/III a winner. Biff Tannen has caused some trouble by stealing a sports almanac in the future and bringing it back to the past. Now, Marty McFly has to set things straight by finding the items that Biff has scattered throughout time and space. Once Marty succeeds in picking up the items in the city streets of 1955 and in defeating the creatures he comes across, he'll enter the second part of the game which takes place in 1885. There, he will find more items to pick up and more enemies to beat. This time travel game sequel puts a heavy emphasis on searching for items and defeating enemies just like the original Back to the Future game. But this time, get ready for real time travelling adventure! If you have been looking for a video with wacky action to tap into, this is it. Your future is here and now!



Hop from time to time in the DeLorean.

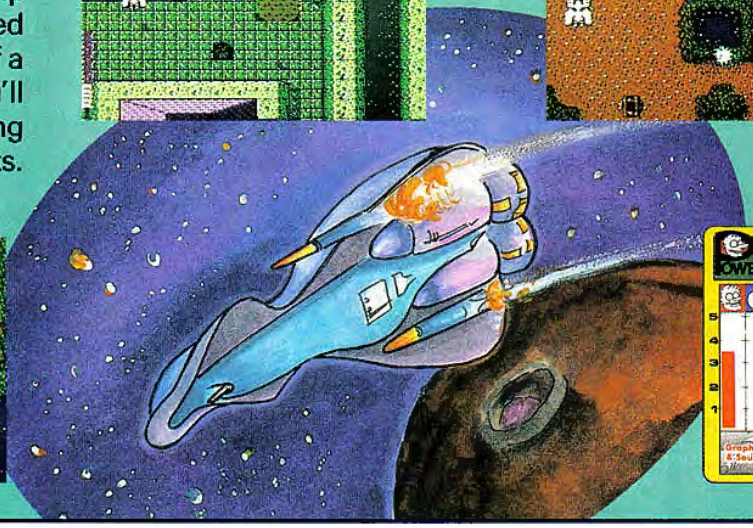


STARSHIP HECTOR™

from HUDSON

TM&© 1987 Hudson Soft

Basic flying and firing skills will make you a master of this shoot-and-steer action game from Hudson. Command your Starship through a series of enemy packed areas and take on the dangers of a strange land. On the way, you'll pick up special life replenishing items if you fire at the right targets.



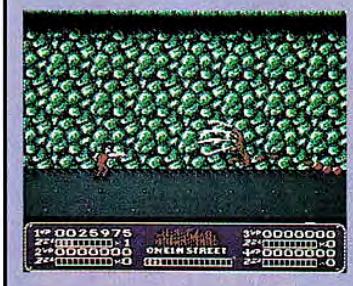
A NIGHTMARE ON ELM STREET™

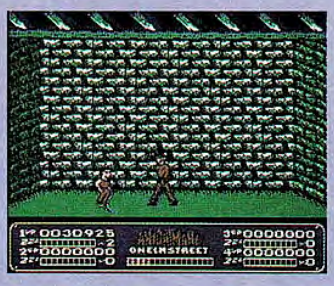
from LJN

TM&© 1989 The Fourth New Line-Heron Venture. Manufactured by LJN Toys under license from New Line International Releasing, Inc.

Freddy's on the rampage on Elm Street again and only you can stop him! Take with you as many as three friends by using a four-player adapter and run through the abandoned houses of the neighborhood in an attempt to rid the street of this maniac once and for all. The houses are packed with dangers. You'll have to leap over gaps in the floors and get around strange creatures that have taken over. Collect all of the bones scattered throughout and you will gain access to the cellars and attics where Freddy roams in his many forms. Each time that you defeat one of his forms, you will earn a key to the next house. Good reflexes and dexterity are a must in this haunted house adventure.

Up to four players can join in the terror using the NES satellite.





Collect the bones in the houses and you'll find Freddy.

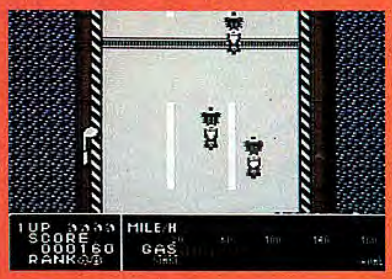
Face the many forms of Freddy.

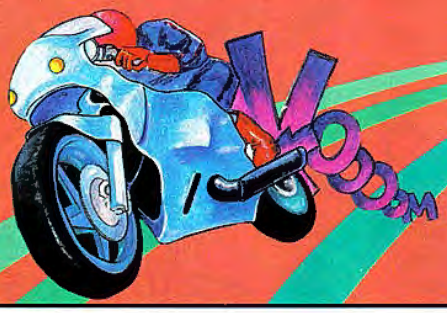
RALLY BIKE™

from ROMSTAR

TM&© 1990 Romstar, Inc.

Overhead motorcycle action and thrills are what's in store from this new game. You'll have to fuel up at opportune times, swing by competing cycles and dodge obstacles to make it to the end. Make one mistake and you'll start again at the beginning of the race.



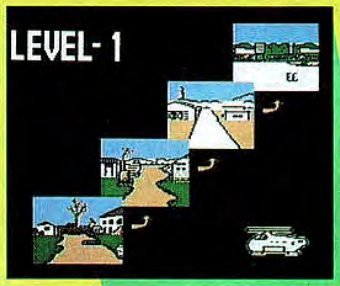


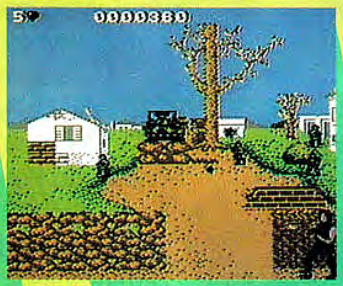
CABAL™

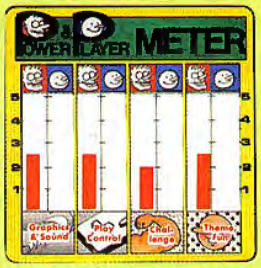
from MILTON BRADLEY

© 1989 Fabtek, Inc. © 1989 Rare Coin-It, Inc.
© 1988 Tad Corporation

It's you against entire platoons in a head-on guns-and-grenades combat mission from Milton Bradley. Dodge enemy bullets, aim with the crosshairs and spray the grounds with fire to clear each level. It'll take quick reflexes and a gung-ho attitude to complete your mission. While similar games such as Mechanized Attack and Operation Wolf include an option to use the Zapper Controller, this game is not equipped for use with a light gun.





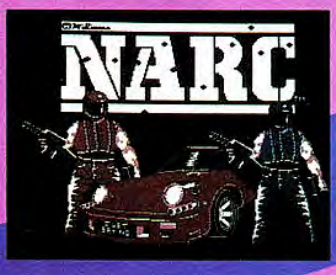


NARC®

from ACCLAIM

R&© 1989 Williams Electronics Games, Inc.
Programmed by Rare Ltd. © 1989 Rare Coin-It, Inc.

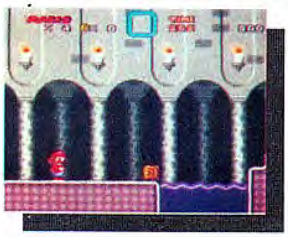
Go on a two-player simultaneous manhunt with this arcade thriller. It's a walking tour of the hangouts and hideouts of deadly dope dealers and nasty riff raff. You and your partner must clear the streets and make them safe for law abiding citizens. Bust dope dealers by approaching them without firing and reading them their rights. It's difficult to do in the crossfire and sometimes other means are necessary. Quick reflexes and practice will make you a master of this game.

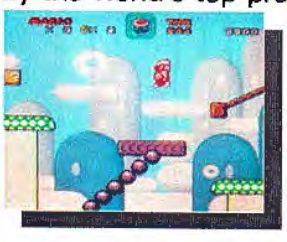


Super FamiCom Announced In Japan

Nintendo 16-bit home video game technology has arrived in Japan! Nintendo Company Ltd. recently announced that the 16-bit Super FamiCom will be introduced in Japan in November, to complement the hugely successful FamiCom. As many readers may know, the FamiCom served as the basis for the Nintendo Entertainment System. So what does the announcement of the Super FamiCom in Japan mean for American NES fans? Read on and find out!

The Super FamiCom's new features really wowed those who attended the Nintendo press conference roll-out. Demonstrating the Super FamiCom's new graphic power were the abilities to twist, rotate, stretch, zoom in on and miniaturize game images. The maximum screen resolution is 512x448 pixels, and the maximum sprite size is a giant 64x64 pixels! Combined with a palette of 32,768 colors to choose from, the Super FamiCom can create and manipulate the most amazing 16-bit graphics yet. All these great technical capabilities will be put to fullest use by the world's top programmers. Nintendo has so far announced three Super FamiCom titles, all of which should come out in Japan at the same time as the system: Super Mario World (Mario rides a dinosaur and gains even more power-ups!), Flight Club (a super flight simulator) and F-Zero (a hot racing game). In addition, a new adventure in the Zelda series is slated for release next year for the Super FamiCom. While the Super FamiCom will not be widely available in Japan until this Christmas, we'll be sure to keep you posted on how this new super system takes off, and how its library of software develops. There's still no word on when a Nintendo system like the Super FamiCom will come out in the United States, but you can be sure that you'll read about any plans first in Nintendo Power! (As was the case with the FamiCom to NES conversion, certain design elements and technical capabilities will be different in any future U.S. version.) Look to future issues of Nintendo Power to get hard facts and not wimpy rumors on this hot new development in Nintendo technology!





TECHNICAL DATA BOX:

Super FamiCom (Japan Version) CPU: 16-bit with 1 Meg Custom DRAM. PPU: 16-bit with 2x256K SRAM. Sound Module: Independent 8-bit CPU with 512K SRAM, 16 bit PCM, 8 Voices with sampling. Controllers: Detachable with 8 way control pad and 8 (!) input buttons. Other Features: 28 pin expansion port, "Multi-Out" port supports Nintendo Mono AV, Stereo AV, RGB Monitor and Super VHS cables.

Wil Wheaton

Actor Wil Wheaton plays it cool between takes with NES Ice Hockey.

The average 17-year-old only has an opportunity to travel through space in search of "strange new worlds," while playing the NES. But as a crew member aboard the Starship Enterprise, Wil Wheaton "boldly goes where no one has gone before"—on a weekly basis. Wheaton, who stars as Ensign Wesley Crusher on "Star Trek: The Next Generation," is far from the average Nintendo-playing teenager. Following his debut in the film "Stand By Me" in 1985, he has successfully managed to juggle a variety of roles in his life. From maintaining a 3.8 G.P.A. throughout high school to starring in several major television and theatrical features, to scoring goals in the NES hockey game "Blades Of Steel," Wheaton applies equal concentration to each activity.

"I admire Nicholas Cage's work more than any other actor because of his philosophy that acting allows you to become anyone that you want to be," Wheaton said. "The same is true when I'm playing Nintendo. It's easy to pretend I'm Wayne Gretsky every time I score in Ice Hockey." Indeed, the avid Los Angeles Kings fan will get some real ice time this year when he joins Michael J. Fox on The Hawks, an all-celebrity ice hockey team.

If not for landing the lead role in "Stand By Me," Wheaton might very well have considered becoming a professional ice hockey player. "I started out doing commercials for Jello Pudding Pops and Betty Crocker Brownies," recalls Wheaton. "But it wasn't until "Stand By Me" that I decided to become serious about acting.

Wheaton's dedication to his craft soon landed him a starring role as Ensign Wesley Crusher on "Star Trek: The Next Generation," a character he has enjoyed playing for the past two years.

"The show is a lot of fun," laughed Wheaton. "In fact, it's usually pretty crazy when we film because we're constantly trying to make each other laugh during the serious scenes."

Away from "Star Trek," Wheaton dedicates some of his spare time to NASA's education program "Fast Forward To The Future."

"I really enjoy being involved with "Fast Forward To The Future" because it teaches kids about science and geography in a fun way," Wheaton exclaimed.

Following his recent graduation from high school and the completion of the second season of "Star Trek: The Next Generation," Wheaton has had time for guest appearances on "Monsters" and "House Party." The break has also given him the chance to be a guest disc jockey at a radio station in Los Angeles.

"I wouldn't give up acting for a career in radio at this point," said Wheaton. "But it would be great if I could supplement my roles with occasional radio guest spots from time to time."

In the meantime, Wheaton hopes to polish his announcing skills at UCLA's radio station when he enters the University as a freshman this winter.

As for his future, Wil would like to get involved in politics.

"I definitely want to continue my acting career but politics would be an interesting challenge for me," Wil said. "If possible, I would like to run for the House Of Representatives someday."

For now, Wheaton is content with challenging Mario—the Bros., that is. As for that other Mario, ice hockey star Lemieux, Wheaton's leaving him to Gretsky!

Wil Wheaton (center) as Wesley Crusher in Star Trek: The Next Generation.

It's New From World of Nintendo!

NES Accessories — New Turbo Power

The Turbo Blaster from BDL Enterprises is a one-of-a-kind accessory that turns your regular NES Controllers into turbo powered 'super' pads. The rapid firing turbo feature is adjustable, and two slow motion options—Slow and Temporary Slow—can help you squeak through some of the more difficult games. For games with simultaneous two player action, the Turbo Blaster can handle two NES Controllers at the same time, with A and B Button adjustments. For players who prefer NES Controllers, the Turbo Blaster adds an exciting new dimension to game play.

The Turbo Blaster plugs into the NES Control Deck and the Controllers plug into the Turbo Blaster.

Fun Items

Brush Up On SMB3

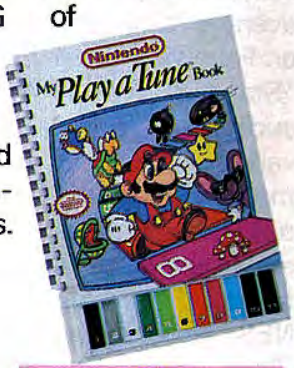
Have some clean fun using the SMB3 soft bristle electric toothbrush with an extra attachable brush.

Mario's On The Line

Bondwell's new Super Mario telephone will keep you in touch with your friends. The one piece unit features Mute and Redial buttons and a Pulse or Tone Switch. But it's still a long distance charge to call the Mushroom Kingdom.

Read & Rock

The Play A Tune musical book from JTG of Nashville contains a mini keyboard and fun Nintendo tunes.



GAME BOY Accessories

It's A Travelin' Bag

The Game Boy Carry-All soft sided bag from Dynasound Organizer has space for your entire Game Boy system. The adjustable shoulder strap makes it perfect for travel.

The Hard Shell

The Game Boy Tote from Dynasound Organizer features a strong outer shell and a soft, foam interior. Specially shaped compartments have enough room for all your GB needs.

Play it smart. Look for the seal of quality.

Small But Sturdy

The Carry Case from Nuby has room for Game Paks and your Game Boy.

Just For Games

Store up to 12 Game Boy Game Paks in Nuby's soft sided Game Pak Carry Case.

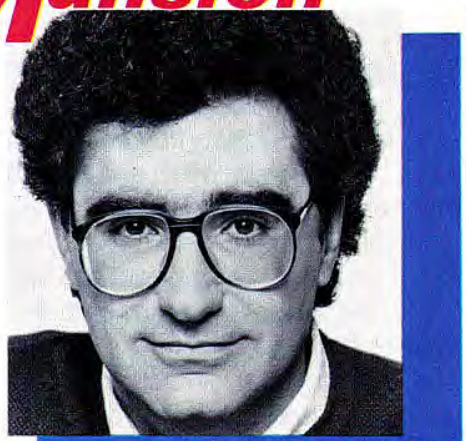
On the Air: SMB3

Believe it or not, there's more on TV than Nintendo. If you give your NES a short rest during the Fall of 1990, here's what you might see.

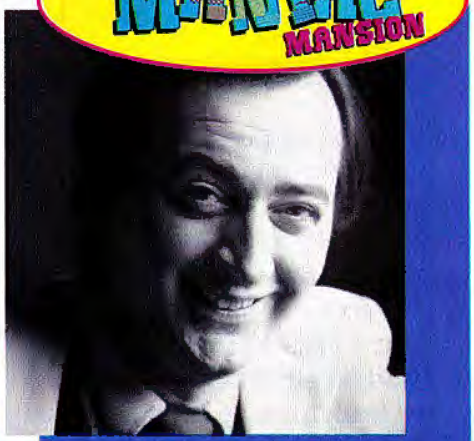
From the back lots of Hollywood and the Mushroom Kingdom comes the all new, all animated, all Super Mario Bros. 3 TV show. DIC Enterprises created the new SMB3 cartoon in conjunction with NBC and Nintendo of America. The hit cartoon, Captain N, is another DIC project starring characters from Nintendo's world of games. Each week Mario, Luigi, Princess Toadstool and Toad will find themselves in tight tangles of Koopa-caused calamities. And it's not just King Koopa (a.k.a. Bowser) who's giving our heroes grief; his seven kunning Koopalings are always in the thick of it, too. There's Kooky Von Koopa, Kootsie Pie Koopa, Bully, Cheatsy, Big Mouth and Hip and Hop. From Giant Land to Desert Land they're stirring up a hilarious hornet's nest of trouble that Mario and his friends must put to rights. Fans of the Super Mario Bros. 3 game will also be familiar with the Koopas' cast of heinous henchman—Cheep Cheeps, Bob-ombs, Rocky Wrench and all the rest. Aboard the Doomship (just one in the show) Koopa will stop at nothing to cause havoc, nothing except maybe Mario and company.

Maniac Mansion

Maniac Mansion, a joint production of Lucasfilm Ltd. Television, The Family Channel and Atlantis Films Ltd. premiers this Fall on The Family Channel. Joe Flaherty from SCTV stars as Dr. Fred, and Eugene Levy (SCTV and Splash) heads the writing staff. They will introduce you to the Edisons—as unconventional a family as you're likely to find anywhere. Dr. Fred is an inventor tripping along in the giant footsteps of his famous ancestors. Although he means well, Dr. Fred seems destined for trouble. He turned his brother-in-law into a fly and his own four year old son into a 250 pound mutant pre-schooler, both by accident! In spite of his failures, Dr. Fred combats his mistakes while dealing with family life and a neighborhood of uppity Yuppies. Although the story departs from Maniac Mansion the video game, Exec. Producer Barry Jossen told us not to count out any possibilities. Catch the fun on The Family Channel this Fall. We'll definitely be watching to see if any Tuna Heads show up.



Rumor is that Eugene Levy is building up his typing muscles on a Hunk-O-Matic.

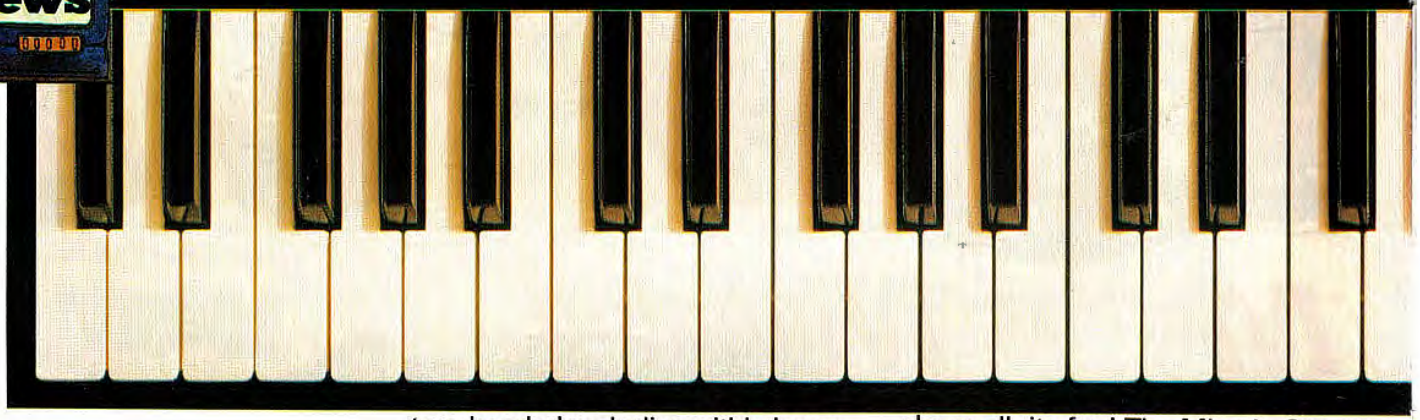


Joe Flaherty, as Dr. Fred, has a houseful of troubles.

PAK WATCH

A LOOK INTO THE FUTURE OF NES GAME PAKS!!

THE MIRACLE
PIANO TEACHING SYSTEM



Perhaps the biggest surprise introduction at the summer CES was the Miracle Piano Teaching System from The Software Toolworks and Mindscape. Kept under wraps until days before the show, the Miracle System consists of a special Game Pak and an electronic musical keyboard (with full-size keys) designed to interface with the NES to teach anyone how to play the piano.

The Miracle System's software contains a series of video game based lessons and drills on note reading, rhythm and fingering, and promises to have anyone playing two-handed melodies within hours. The Miracle System can tell which keys are being pressed and isolate trouble spots in technique. It then creates lessons to help the student work on these. Throughout the lessons, the Miracle System can play one or both hands for you, change the tempo, show which keys are being pressed and provide a full orchestra backup.

Actor and comedian Dudley Moore, himself an accomplished pianist, is the spokesman for the Miracle System, and he was at CES demonstrating the system. We applaud the Miracle's purpose and goal, but above all, its fun! The Miracle System is expected to be released before Christmas and carry a recommended retail price of around $300.00. We'll have more on it in future issues.

Howard grins with Smug Dudley at the CES in Chicago.

Just Around The Corner

MAGICIAN

Taxan is working with a British development firm on Magician, an epic adventure game in the Faxanadu vein. As Paul the Apprentice, you venture out into a dangerous world armed with nothing more than the potential to be a great spell caster. You must find and learn many spells and ultimately defeat an awesome evil to earn the title Magician. The background graphics are superb and the main character is big and detailed. The music too is quite good with a pop/new age touch to fit the game's theme. Intermingled with the action elements are a few brain teasing puzzles to solve. A three minute demo mode explains some of the game play, but this is a complex game, and you'll have to figure out a lot on your own!

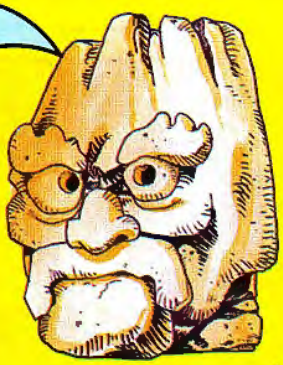
Just Around The Corner

BATTLETANK

Absolute, the developers of such NES simulation type games as Stealth ATF and USMC Harrier, are coming out with a land based combat game, BattleTank. In this simulation, you command a single tank against enemy forces which outnumber and out-gun you. You must make crafty use of your cannon, machine guns, wire missiles and smoke bombs to defeat them all. Advanced missions give you a variety of objectives to conquer and destroy, including bridges, bases and fuel depots. Although the controls are simplified compared to a real tank, that just adds to the fun, as BattleTank is easy to learn and play.

GOSSIP

We got our first look at the NES conversion of the arcade hit Blockout by American Technos. For those unfamiliar with Blockout, it's similar to Tetris but in three dimensions with different shapes. American Technos has done a great job on the conversion, which plays almost the same as the coin-op, but with a few of the moves combined to work with the NES Control Pad. AT's NES version has graphics that are pretty close to the big machine, and the same two-player simultaneous mode that makes the arcade unit so fun.



Not since King Kong battled Godzilla has there been such a monster mash as Aliens Vs. Predator. A scenario already explored by Dark Horse Comics, Activision is planning on producing a NES game pitting the two famous Twentieth Century Fox creatures against each other. Motion picture sequels to both Aliens and Predator are also coming next year.

ULTIMA: QUEST OF THE AVATAR

Hot News

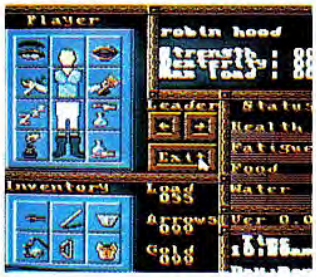
The long awaited NES sequel to Ultima Exodus carries on the Ultima role-playing game tradition in grand style. In Ultima: Quest Of The Avatar from FCI, your goal is to become the Avatar, an ultimate example of heroism. Throughout your travels, you will be faced not only with dangerous monsters, but also perplexing problems. Your method of solving these dilemmas will prove your honesty and compassion, essential qualities in any hero. From what we saw at the CES, Avatar is an improvement over Ultima Exodus, with a much smoother screen

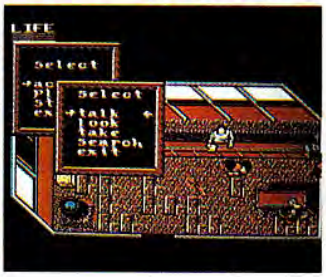
scroll in the overworld, and crisper, more defined characters throughout (Check out the Player's Poll Contest in this issue for a chance to meet the creator of the Ultima series, Lord British.).

THE ADVENTURES OF ROBIN HOOD

Hot News

Another game under development which has a lot of potential is The Adventures Of Robin Hood, a role-playing game from Arcadia Systems Inc. At first glance, the game play looked like Mission: Impossible, with an overhead view of your character. However, other views are possible, including closeup side views for dueling and archery as well as cinema style scenes for interaction with people. The subscreen is very





comprehensive and allows you to engage in a variety of actions with objects you find. Plus, as you adventure, you'll meet up with characters like Little John, Will Scarlet and Friar Tuck, who may join you on your quest (Although you may have to convince them to do so with the business end of your staff.).

War In Middle Earth is another titles ASI is working on, but it's still a long ways off. From the rough character scenes and maps we've seen, it looks like they've captured a lot of the character of the magical land of Middle Earth.

GOSSIP

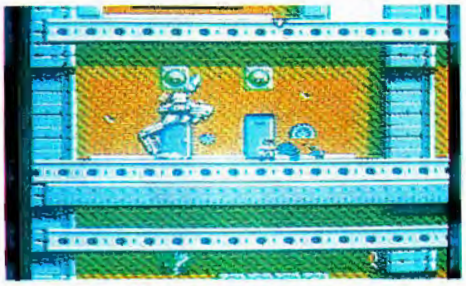
Although Hudson Soft's Master Higgins is not quite a video game superstar, he does have a large and loyal following. Well, the masses will be pleased to know that he'll be back soon, ready for more island hopping adventure! In Adventure Island II, he has to explore eight islands, each with nine areas full of dinosaurs and wild animals. He'll have a few new power-ups to help him out, plus he'll be able to hitch a ride on certain dinosaurs. The experts at Hudson estimate it should take three times longer to complete than the first one!

Get ready for Magnet Man, Snake Man, Needle Man, Hard Man, Top Man, Gemini Man, Spark Man and Shadow Man. That's just a sampling of the 20 new super robots in Mega Man 3, on its way!

Just Around The Corner

METAL MECH

Jaleco displayed a bunch of games at the CES, and our favorite was Metal Mech. A science fiction action game set in the near future, it lets you take control of a "Mech," a captured alien war machine. You're on a search and destroy mission to locate the controls, weapons and tech systems you need to master your vehicle and make it the ultimate weapon. Once you've found all the equipment you need, you'll be ready to destroy the alien invaders and free the Earth. Metal Mech has six stages and lets you play in the Mech or outside on your own.



PAK WATCH

Jaleco also had The Last Ninja, an adaptation of an award winning PC game, on display. Play control was a little tough on this early version, but the game has decent graphics and features some mental challenges as well as the standard physical ones.

Just Around The Corner

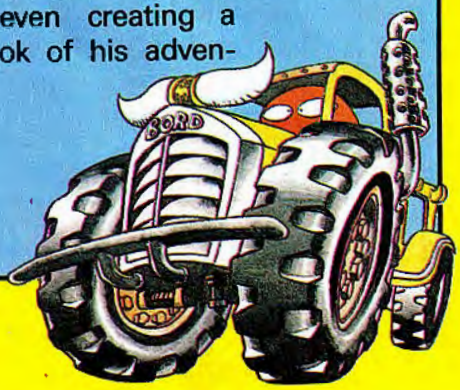
THE PUNISHER AND BILL AND TED'S EXCELLENT VIDEO GAME ADVENTURE

The Punisher from LJN is close to being finished and from the prototype Game Pak at the CES, we could see that the mayhem of the comic book has been captured by the programmers. The screen almost explodes with action!

LJN also gave us a peek at Bill & Ted's Excellent Video Game Adventure. Bill and Ted are scheduled to appear in a Fall '90 Saturday morning TV show and a Summer '91 movie sequel (Bill & Ted's Most Excellent Adventure). Most triumphant, LJN dudes!

GOSSIP

Data East is working on an adventure game which stars a Werewolf as the hero. The action and graphics have a bit of the look and feel of Castlevania, but the hero has different skills, such as the ability to climb using his claws. Data East is planning on really developing the character of the Werewolf hero, and perhaps even creating a comic book of his adventures.



Irem is working on Metal Storm, an action game starring a Japanese style robot. The hero has some unusual abilities, including the power to walk ceilings. As you'd expect from the creators of R-Type, the graphics and animation are cool too.

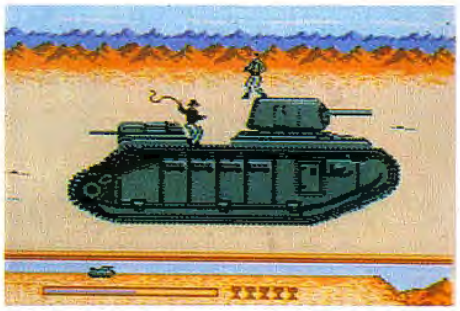
Also in the works is The Legend Of Hero Tonma, a running and jumping game with big critters to go against.

INDIANA JONES AND THE LAST CRUSADE

Hot News

Taito is creating an entirely new program for their NES Indiana Jones And The Last Crusade game. Although the story follows the latest motion picture, it also lets you make different decisions than Indy did, and therefore create a whole new story line. For example, Indy may be faced with the choice of rescuing his dad, Henry Jones first, or going in search of clues on the location of the Holy Grail. After deciding what to do, the player must go through an action scene or solve a puzzle to reach the next juncture of the game. The game provides for repeated play with increasing levels of difficulty and many different choices to make. Will Indy locate the Holy Grail? This time, it's up to you!

Another of Taito's future offerings is Kiwi Kraze, a cute action game in the world "down under" with similarities to Bubble Bobble.



Just Around The Corner

DRAGON'S LAIR

Arcade veterans will surely recall the game Dragon's Lair. Featuring great animation by Don Bluth, the unique video disc based game play was ahead of its time when it was first introduced.

CSG Imagesoft has created a Dragon's Lair game for the NES which stars the same hero as the coin-op game, but with side view adventure style game play. To capture some of the feel of the arcade game, NES Dragon's Lair has very "deliberate" play control where you tell the character what to do and he does it after a slight delay. You have to plan your moves carefully.

GOSSIP

Koei's historical simulations, Nobunaga's Ambition, Romance Of The Three Kingdoms and Genghis Khan have attracted a small but avid following, which includes many of Nintendo's own Game Play Counselors. The next game in the series, Bandit Kings Of Ancient China, promises to be their most ambitious title yet. Set in 12th Century China, you take the role of one of 108 bandit kings and try to unite your peers to overthrow a corrupt Minister of War. Bandit Kings has five scenarios, 255 characters to interact with and a sophisticated battle system which incorporates terrain changes and magic spells.

PC game giant Electronic Arts was previewing at CES what may be their next NES release, The Immortal. This three dimensional perspective adventure game has a distinct PC flavor to it. And with the stable of other PC games EA has for possible NES conversion, we can expect more big things from them in the future!

GOSSIP & SUCH

As you can imagine, we Pak Watchers got eyefulls and earfulls of gossip at the CES. Here are a few tidbits about things that are in varying stages of development:

SNOW WHITE

A new animated feature starring Snow White and titled "Happily Ever After," is scheduled for release this year by Filmation, and Sofel plans to create a NES game based on it, targeting the growing female market for NES games. Sofel also intends to bring Klash Ball, a "battle ball" type game based on a PC hit from Europe, to the NES.

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GREMLINS 2: THE NEW BATCH

The Gremlins are back and Sunsoft has them! In Gremlins 2: The New Batch, a future NES game based on the Warner Bros. movie, it's up to Gizmo to stop the Gremlins from taking over the city. Gizmo and his enemies are large characters and the adventure style game play should make for hours of play. Hurry up, Gizmo, we're waiting!

NEW KIDS ON THE BLOCK

They're billed as this generation's Beatles, but New Kids On The Block are getting something the Beatles never had—a video game! Although a video game based on a rock band isn't a new idea (surely you haven't forgotten the coin-op game Journey) it does sound like a challenging project. Parker Bros. is planning a 1991 release.

TOHO

Toho has a couple of games in the works. The first is Times Of Lore, an Ultima-like role-playing game programmed by who else but Origin Systems. As sort of a sequel to their NES Godzilla game, Toho is also planning a game based on the big G's sometimes friend/sometimes foe, Rodan the flying reptile.

RUMORS

We saw, heard, and played hundreds of games at CES, and we just don't have space to get to them all this time around. Here are a few new titles to whet your gaming appetites: Aliens Vs. Predator, Corvette ZR-1 Challenge, Little Mermaid, Hunt For Red October, The Adventures Of Rad Gravity, Galaxy 5000, Pyros, Ninja Crusaders, The Mutant Virus, Lord Of Lightning, The Bard's Tale, Talking Super Password, Power Play Football, World Trophy Soccer, Lone Ranger, Beetlejuice, Conan—The Mysteries Of Time, Drac's Night Out, Ikari Warriors III, Kiwi Kraze, California Raisins: The Grape Escape, Fun House, Samurai Conflict, Ski Or Die, The Untouchables—whew!

PAK WATCH

NES PLANNER

SEPTEMBER

- Dick Tracy
- NES Play Action Football
- Swords & Serpents
- Total Recall

OCTOBER

- Back To The Future II & III
- Battletank
- Castlevania III—Dracula's Curse
- Caveman Games
- Days Of Thunder
- Dirty Harry: The War Against Drugs
- Dr. Mario
- Dragon Warrior II
- Bugs Bunny's Birthday Blowout
- Family Feud
- Frankenstein
- Gauntlet II
- Kickle Cubicle
- Little Nemo: The Dream Master
- Loopz
- Low G Man
- Maniac Mansion
- Monster Truck Rally
- Pipe Dream
- Rollergames
- Solar Jetman
- Spot: The Video Game
- Street Fighter 2010
- Thunderbirds
- Time Lord

NOVEMBER

- Big Bird's Hide & Speak
- Classic Concentration
- Destiny Of An Emperor
- M.U.L.E.
- Mendel Palace
- Muppet Adventure: Chaos At The Carnival
- ORB 3-D
- Skate Or Die 2: The Search For Double Trouble
- U-Force Power Games
- Ultimate Basketball
- Miracle Piano Teaching System

FUTURE

- The Simpsons
- TMNT: The Arcade Game
- G.I. Joe
- SimCity
- Indiana Jones And The Last Crusade
- Silver Surfer
- Magician
- Mega Man 3
- Beetlejuice
- Metal Storm
- Blockout
- Aliens Vs. Predator
- Ultima: Quest Of The Avatar
- The Adventures Of Robin Hood
- Adventure Island II
- Metal Mech
- Werewolf
- The Punisher
- Bill & Ted's Excellent Video Game Adventure
- The Last Ninja
- Kiwi Kraze
- The Legend Of Hero Tonma
- Dragon's Lair
- Bandit Kings Of Ancient China
- The Immortal
- Super Glove Ball

NINTENDO POWER™ Bulletin Board

BACK ISSUES

Hey New Readers! Here's your chance to get a complete set of Nintendo Power's first six classic issues. Sit back and enjoy in-depth reviews on hot games like Super Mario Bros. 2, Ninja Gaiden, Castlevania II-Simon's Quest, Zelda II-The Adventure of Link and Teenage Mutant Ninja Turtles! Pick up key strategy techniques and amazing tips from over 50 reviews plus Counselor's Corner, Classified Information and much more. As expected, we can offer this six-issue set only on a first come first serve basis while supplies last. Don't miss it!

Individual sales on Nintendo Power's last seven issues are also available to add to your collection.

Check out these exciting reviews:

July/Aug issue '89: Mega Man II, Dragon Warrior, Faxanadu, Strider.

Sep/Oct issue '89: Disney's Duck Tales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.

Nov/Dec issue '89: Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.

Jan/Feb issue '90: Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.

March/April issue '90: Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy And His Blob, Astyanax.

May/June issue '90: Final Fantasy, Super C, Dynowarz, Code Name Viper, Burai Fighter.

July/Aug issue '90: Rescue Rangers, Snake's Revenge, Solstice, Crystalis.

To get your back issues, just fill out the order form in the front of the magazine.

STRATEGY GUIDES AND TIP BOOKS

Awesome Strategy Guides! Nintendo Power is introducing in-depth Strategy Guides on two of the hottest video games around, Super Mario Bros. 3 and Ninja Gaiden II: The Dark Sword of Chaos. Enjoy over 80 pages packed with game maps, secret techniques and powerful tips to boost your score.

Tips From The Pros: check out these super tip booklets from Nintendo—The Legend of Zelda Tips & Tactics and How to Win Super Mario Bros. A must for your library.

To get the tip and strategy guide of your choice simply fill out the order form in the front of the magazine.

CAPTAIN NINTENDO

Captain Nintendo is awaiting your call, ready to provide you with the hottest new tips and the latest release info. There's a new recorded message every Sunday which runs 24 hours a day, 7 days a week. The number is 1-900-420-6100. There's a flat $1.50 charge for each call, so make sure you have permission from whoever's paying the bill. Here's a brief schedule of what Captain Nintendo will be covering in weeks to come:

Week of 9/2 Rescue Rangers
Week of 9/9 Final Fantasy
Week of 9/15 Crystalis
Week of 9/22 Maniac Mansion

SERVICE CENTERS

World Class Service Centers are continuing to open across the country. There may be as many as 200 or more centers in operation by the end of the year. In addition to centers already set up in Massachusetts, New York, New Jersey, Pennsylvania, Minnesota, Wisconsin, Illinois, Virginia, Arizona, California, Connecticut, Maryland and Washington there are also plans for service centers in Colorado and Texas. Call Nintendo Consumer Service at 1-800-255-3700 for details on which World of Nintendo retailers are participating in the World Class Service program in your area. We keep you playing!

Nintendo WORLD CLASS SERVICE℠

NINTENDO POWERFEST 1990

The travelling showcase of new games and the Nintendo World Championships is still making its way across the country with NWC finals slated for Orlando, Florida on Tuesday, Dec. 11, 1990. Call 1-900-HOT-4NWC (1-900-468-4692) for information. A charge of 50 cents per minute will be added to your phone bill, so make sure you have permission from whoever's paying the bill.

Nintendo PowerFest 1990™

PHONE DIRECTORY

Nintendo Power Subscriptions:
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Consumer Service:
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For information about systems, games and Nintendo Power general assistance. Mon–Sat: 4 a.m.–Midnight. Sun: 8 a.m.–5 p.m. Pacific Time

Captain Nintendo: 1-900-420-6100
$1.50 per call
24 hours a day, 7 days a week
*Not currently available in Canada

Game Counselors: 1-206-885-7529
Mon–Sat: 4 a.m.–Midnight, Sun: 8 a.m.–5 p.m. Pacific Time

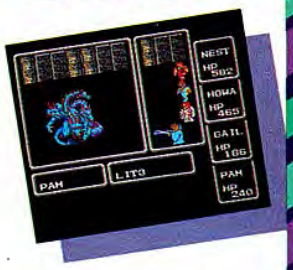
CHANGE OF ADDRESS

If you plan on moving soon, let us know! We don't want you to miss a single exciting issue of Nintendo Power. On a postcard please include the name of the subscriber, the old and new address and your membership number (located above and right of your name on the mailing label). Remember to include your apartment number or zip code. Send your postcard six weeks in advance to:

NINTENDO POWER
ADDRESS CHANGE
P.O. BOX 97033
REDMOND, WA 98073-9733

NEXT ISSUE

NINTENDO POWER STRATEGY GUIDE FINAL FANTASY



In October, the Final Fantasy Strategy Guide arrives. For those who are boldly facing the challenge of this mystical World, it will be the ultimate Strategy Guide for an incredible adventure game. Have you dared to begin the quest yet?

In the November/December issue, look for these highlights.

DR. MARIO

If you were like many Americans, once Tetris came out you lost a lot of sleep. The game was just impossible to put down, because you knew that you could do better. Now with the introduction of Dr. Mario you might as well kiss your pillow goodbye again, and we'll give you the tips to keep Dr. Mario on permanent housecall.

SOLAR JETMAN

Collecting galactic debris is not a pretty job, but someone's got to do it. That's where the Federation of Space Loonies steps in. They actually like this job, and you'll like it too when you climb into your own spaceship and head for the planets with Nintendo Power.

LITTLE NEMO THE DREAM MASTER

One night Little Nemo visits Slumberland in his dreams and before he wakes up he must save that sleepy world from the nightmares that have invaded it. We'll take you into that dreamland, show you how to befriend animals and avoid insomnia.

PLUS: Our Regular Roundup Of Radical Readings!

Dear Readers

What a great Summer! I can describe it best in one word: busy. I got to meet some of you and see some outstanding game play at PowerFests in several cities. I can hardly wait for the televised Finals, coming up this December at Universal Studios Fun Park in Orlando. The competition's going to be fierce! I'm planning to get there early and thoroughly check it out before the PowerFest Championships begin.

Speaking of contests, the final questions for the Final Fantasy Treasure Quest appear in this issue! Picture yourself and three friends searching an exotic tropical island for hidden treasure . . . it could happen! The Final Fantasy Treasure Quest Grand Prize winner will spend four days and three nights on Tortola, a Caribbean paradise, and 50 second-place prize winners will receive embossed crystal orbs. See the questions and entry details printed in this issue, and send your answers right away—the contest deadline is October 15.

I also flew to Japan this summer. I didn't actually fly the 747. Although I would have liked to take over the controls, I wasn't sure that flying Boeing's Flight Simulator once last Spring qualified me to handle a commercial airliner.

To top things off I finished grad school. Two years of intense studying paid off—I'm finally a Game Master with a Master's degree! Most of you are probably heading back to school about now, so have a fun year, and remember, be a Master at whatever you do.

PLAYER'S PO

Ultima
Quest of the Avatar

TOUR THE HAUNTED BRITANNIA MANSION AND VISIT ORIGIN SYSTEMS INC.

GRAND PRIZE

Including:
- A Halloween trip through the most elaborate haunted house in America–Britannia Mansion
- A tour of Origin Systems Inc., the creators of Ultima
- Meet Lord British (a.k.a. Richard Garriott, designer of Ultima)
- Sightseeing in Austin, Texas

Tour Origin's game designing and programming facilities in Austin, Texas. Find out what went into the making of the top role playing game series in the U.S.

Photo © Philip Ewald Architects 1990.

...et Lord British, founder of Origin Systems Inc. and creator of Ultima.

LL CONTEST

SECOND PRIZE — 15 Winners FCI Adventure Games

Win a set of FCI's new role playing games for the Nintendo Entertainment System. With Ultima Quest of the Avatar, The Bard's Tale and Heroes of The Lance, you'll be set for hours of intense video adventure!

THIRD PRIZE — 50 Winners New Nintendo Power T-Shirt

Get your very own reader designed, Nintendo Power T-Shirt.

Not available in stores!

OFFICIAL CONTEST RULES (No Purchase Necessary)

To enter, just fill out the Player's Poll response card or print your name, address and telephone number on a plain, 3 x 5 piece of paper. Mail your entry to:

NINTENDO POWER PLAYER'S POLL
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than October 1, 1990. Not responsible for lost, stolen, or misdirected mail.

On or about October 15, 1990, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, of other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after October 30, 1990 by sending a self-addressed stamped envelope to the address listed above.

TOUR OF BRITANNIA MANSION AND ORIGIN SYSTEM INC.: Nintendo will arrange air travel and hotel accommodation for the Grand Prize winner and a guest. If the winner is under 18, they must be accompanied by a parent or guardian. Any guest under the age of 14 must provide written parental consent and release. This special 3-day/2-night excursion, scheduled for the end of October 1990, is subject to final determination of dates by Nintendo, and to accommodation and airfare availability. Meeting with celebrity is subject to scheduling and availability of all parties. Some restrictions apply.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

May/June '90 Issue Players' Poll Contest Winners

Grand Prize Winner

Martinez	Benjamin	Azusa	CA

2nd Place

Evans	Tucker	Peterborough	NH
Haugh	Buddy	W. Roxbury	MA
Mahan	William	Westhavén	CT
Matyjasik	John	Shelton	CT
Venturanza	Edward	Flushing	NY

3rd Place

Anaszewicz	Anthony	Ridgefield	CT
Ayagalria	Moses	Napakiak	AK
Bissale	Omar	Irvine	CA
Eisele	Rick	Leviston	ID
Goodrich	Virginia	Toledo	OH
Hadaway	Brian	Montgomery	AL
Inzer	John	Marietta	GA
Jackson	Ben	Dexter	MI
Luders	Drew	Spokane	WA
Ludwig	Chad	Bloomingdale	IL
Martz	Michael	Bentonville	AR
Mengers	Joshua	Wheaton	MD
Mino	Greg	Yorba Linda	CA
Miskimon	Matt	Baltimore	MD
Moffitt	Craig	Stratford	NJ
Peacock	Silas	Portland	OR
Piesco	Grawford	Valrico	FL
Redmond	Jeff	McMinnville	OR
Rubalcaba	Pablo	El Paso	TX
Savery	Garrett	Fort Dodge	IA
Stanton	Joel	Kearns	UT
Statzer	William	Beech Grove	IN
Stiegler	Jimmy	Buffalo	NY
Summers	Matt	Cold Springs	KY
Witthun	Brett	Cambria	WI

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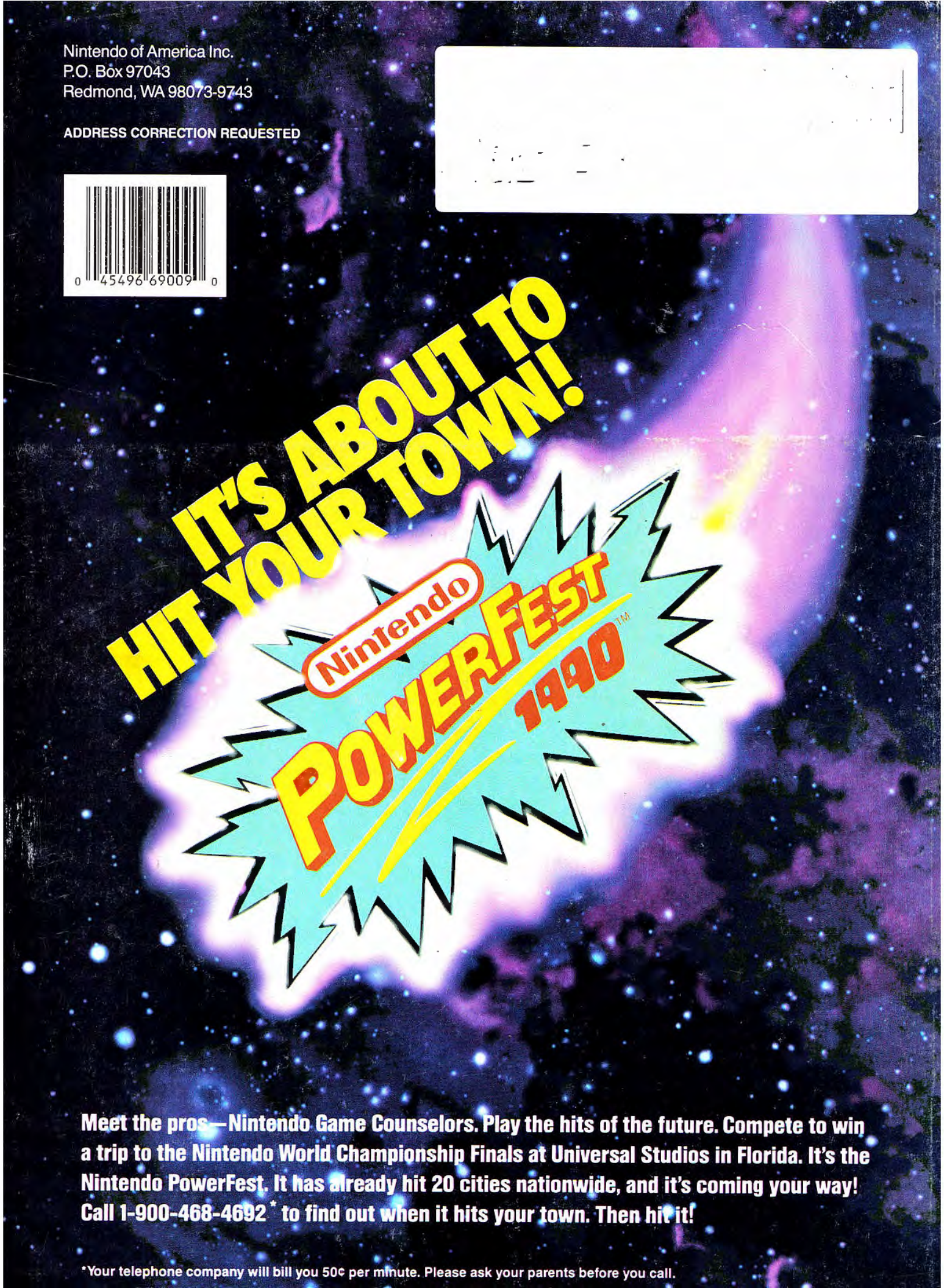

Meet the pros—Nintendo Game Counselors. Play the hits of the future. Compete to win a trip to the Nintendo World Championship Finals at Universal Studios in Florida. It's the Nintendo PowerFest. It has already hit 20 cities nationwide, and it's coming your way! Call 1-900-468-4692 * to find out when it hits your town. Then hit it!

*Your telephone company will bill you 50¢ per minute. Please ask your parents before you call.